DUNGEON SOULS

A Dark Souls and Demon's Souls Compendium by DesViper

INTRODUCTION

The *Dark Souls* and *Demon's Souls* (collectively *'Souls*) series features titanic monsters and courageous adventurers facing impossible odds to save the country/world/reality. Similar themes are found in *Dungeon's & Dragons,* so this compendium seeks to combine the themes and atmosphere of *'Souls* into the mechanics of DnD 5th edition.

I am DesViper, a huge fan of both *'Souls* and DnD with hundreds of hours in both, so I feel I have the experience to successfully combine these hobbies. This text was written on stream at twitch.tv/DesViper along with the playthroughs. You can contact me on twitter @Des_Viper with any complaints.

This compendium is written for Dungeon Masters seeking to write a campaign, adventure, or one-shot in the *'Souls* universe, even as events would take place in game. It covers the base games and DLC of *Dark Souls, Dark Souls II, Dark Souls III,* and *Demon's Souls*, and presents character options, items, spells, NPCs, and of course monsters for DnD5e. It is written for an experienced DM, so the style is somewhat abbreviated.

All that being said, I hope you enjoy this homebrew compendium. It took many hours of tinkering and sobbing over graphic design. If you'd like, you can find my other works on DMsGuild.com, under DesViper.

ACKNOWLEDGMENTS

Acknowledgments go to Wizards of the Coast for publishing the *Player's Handbook, Dungeon Master's Guide,* and *Monster Manual* these mechanics are based on, and to FROM Software for creating the *'Souls* Series we love so much. I also thank the communities of the VaatiVidya and PlayFrame discord servers for encouraging me!

This is a fanwork, and as such I claim no copyright over this work, but do please give credit if you take material from it. I do have other more original works I'd like more exposure from.

This work contains material that is copyright Wizards of the Coast, FromSoftware, and other authors. Paper background texture is done by Nimgyu. Other images are concept art and cover art that is copyright FromSoftware. If your fan art has gotten mixed in with FromSoftware's concept art, please let me know and I'll credit you or remove it from this fanwork.

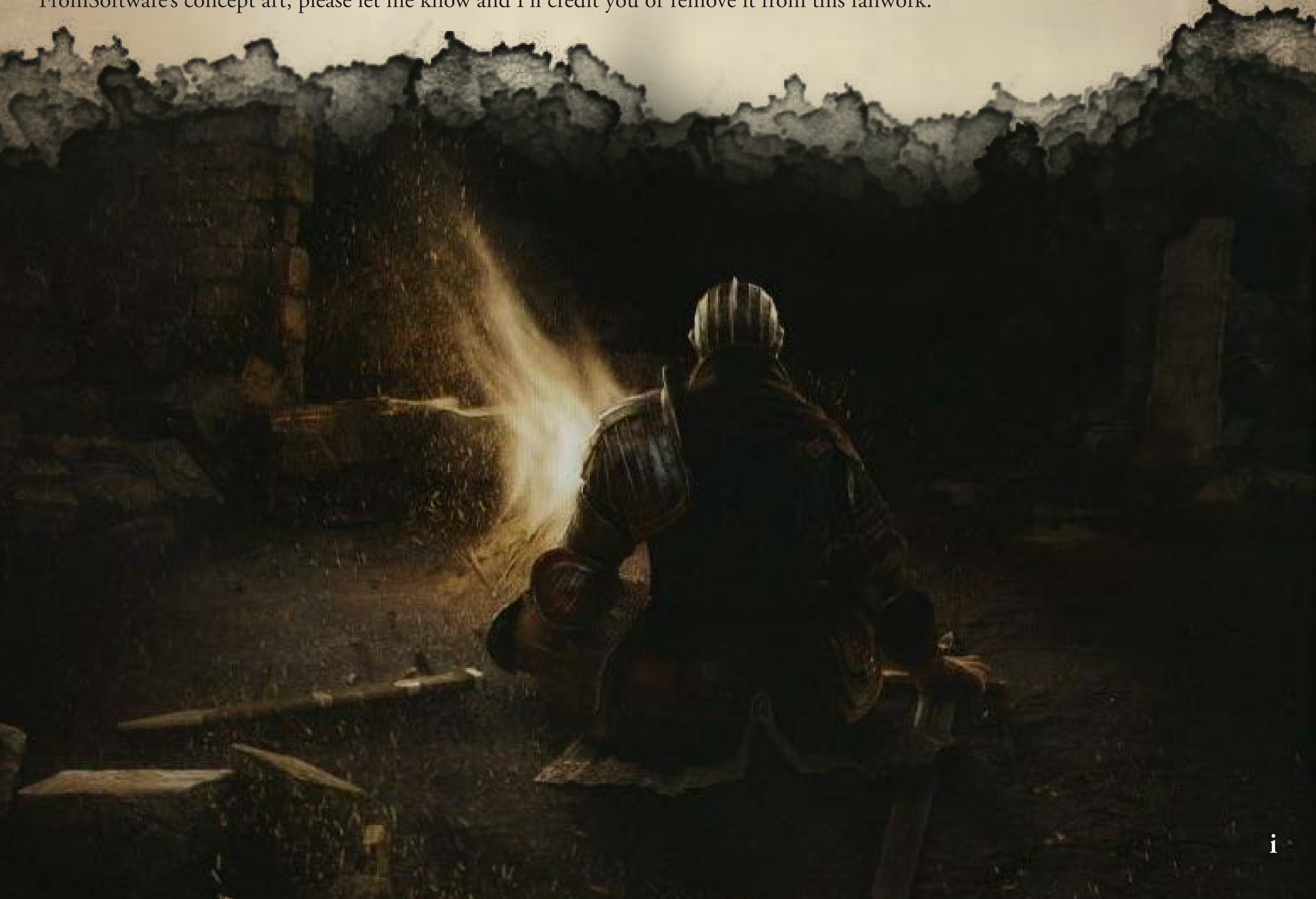


TABLE OF CONTENTS

Introduction

Part I: Dark Souls

- Act I: Dark Souls (I)..1
  - Character Options...1
    - Races..1
      - Undead...1
      - Hollow..2
      - Lordkin...3
    - Subclasses..5
      - Circle of Pyromancy................................5
      - Parry Master...6
      - Dark Serpent Patron...............................7
    - Spells...8
    - Feats...14
  - Monsters...15
    - Hollow Template...15
    - Hollows..16
    - Asylum Demon...17
    - Taurus Demon...17
    - Black Knight..18
    - Hellkite Wyvern...19
    - Valley Wyvern..20
    - ProwlingTitanite...20
    - Rotting Dragon...21
    - Armored Boar..22
    - Balder Knight...22
    - Berenike Knight...23
    - Channeler...23
    - Belltower Gargoyle...24
    - Capra Demon..25
    - Undead Attack Dog...25
    - darkroot wood enemies..................................26
    - Moonlight Butterfly.......................................29
    - Great Grey Wolf Sif.......................................29
    - Hydra..30
    - depths enemies...31
    - Basilisk...31
    - Gaping Dragon..32
    - blighttown enemies..33
    - Chaos Witch Quelaag....................................26
    - Man Serpents...37
    - Giant...37
    - Iron Golem..38
    - Sentry Giant...39
    - Painting Guardian..40
    - Batwing Demon...40
    - Silver Knight..41
    - Dragonslayer Ornstein...................................42
    - Executioner Smough......................................43
    - Dark Sun Gwyndolin......................................44
    - painted world enemies..................................45
    - Crossbreed Priscilla.......................................56
    - Crystal Golem...47
    - Crystal Hollow..48
    - Man-Eater Shell..48
    - Seath the Scaleless...49
    - demon ruins enemies......................................50
    - Ceaseless Discharge..51
    - Demon Firesage..52
    - Centipede Demon...53
    - izalith enemies...54
    - Bed of Chaos...55
    - catacomb enemies...56
    - Pinwheel...58
    - Gravelord Nito...59
    - new londo enemies...60
    - Four Kings..62
    - Sanctuary Guardian..63
    - oolacile enemies...64
    - Artorias the Abysswalker................................65
    - Lord's Blade Ciarain.......................................66
    - Manus, Father of the Abyss............................68
    - Black Dragon Kalameet...................................68
    - Gwyn, Lord of Cinder....................................69
- NPCs...70
  - Andre of Astora...70
  - soul sorcerer..70
  - pyromancer..71
  - chaos pyromancer...71
  - Rhea of Thorolund...72
  - way of white knight.......................................72
  - Havel the Rock...73
  - Solaire of Astora..74
  - Kirk, Knight of Thorns...................................75
  - Witch Beatrice...75
  - Lautrec the Embraced....................................76
  - Prince Ricard..77
  - Black Iron Tarkus...77
  - knight of Catarina..78
  - Big Hat Logan..79
- Equipment...80
  - Soul Rings..84
  - Soul Transposition...86

Part 1

DARK SOULS

ACT I: DARK SOULS

Where it all started, in the land of Lordran and with the Linking of the Fire, the First Sin. This Act covers content from the first *Dark Souls* game. So, naturally, content from here applies to the next acts and for adventures in Lordran, Dragleic, Lothric or elsewhere.

This act takes you from the asylum to the north to the second linking of the Fire by the Chosen Undead. It features iconic foes such as Dragonslayer Ornstein, Manus the Father of the Abyss, and the First Lord Gwyn.

CHARACTER OPTIONS

RACES

While seeming ostensibly human, people in souls are divided into several humanoid races or species (interbreeding between humans, undead, and hollows is never clarified, and perhaps better left that way). The most prominent races featured in *Dark Souls* are undead, hollows, and lordkin, which are described later. You could also simply choose human or variant human from the *Player's Handbook*.

UNDEAD

Undead were once humans in the various lands outside Lordran. But once they bear the Dark Sign, their nature changes: they become consumed by a great personal quest, seeking to save the land, acquire a relic, or simply enjoy a life without consequence. Unfortunately, the curse of the Dark Sign causes you to go hollow without such a drive. The Dark Sign itself is described later in this part. This race encapsulates the nature of the undead, without regard to the Dark Sign.

Ability score increase. Your Constitution Score increases by 2, and one other ability score of your choice increases by 1. Consider your nationality before the curse. Were you from a jubilant land, a dank swamp, or even a proud kingdom.

Age. Few become undead before adulthood, but once they are undead, they are biologically immortal. Some undead live millennia, whereas some lose their minds before a decade.

Alignment. Undead tend toward neutrality: their intense need for meaning and destiny overshadows moral quandaries of good and evil, law and chaos.

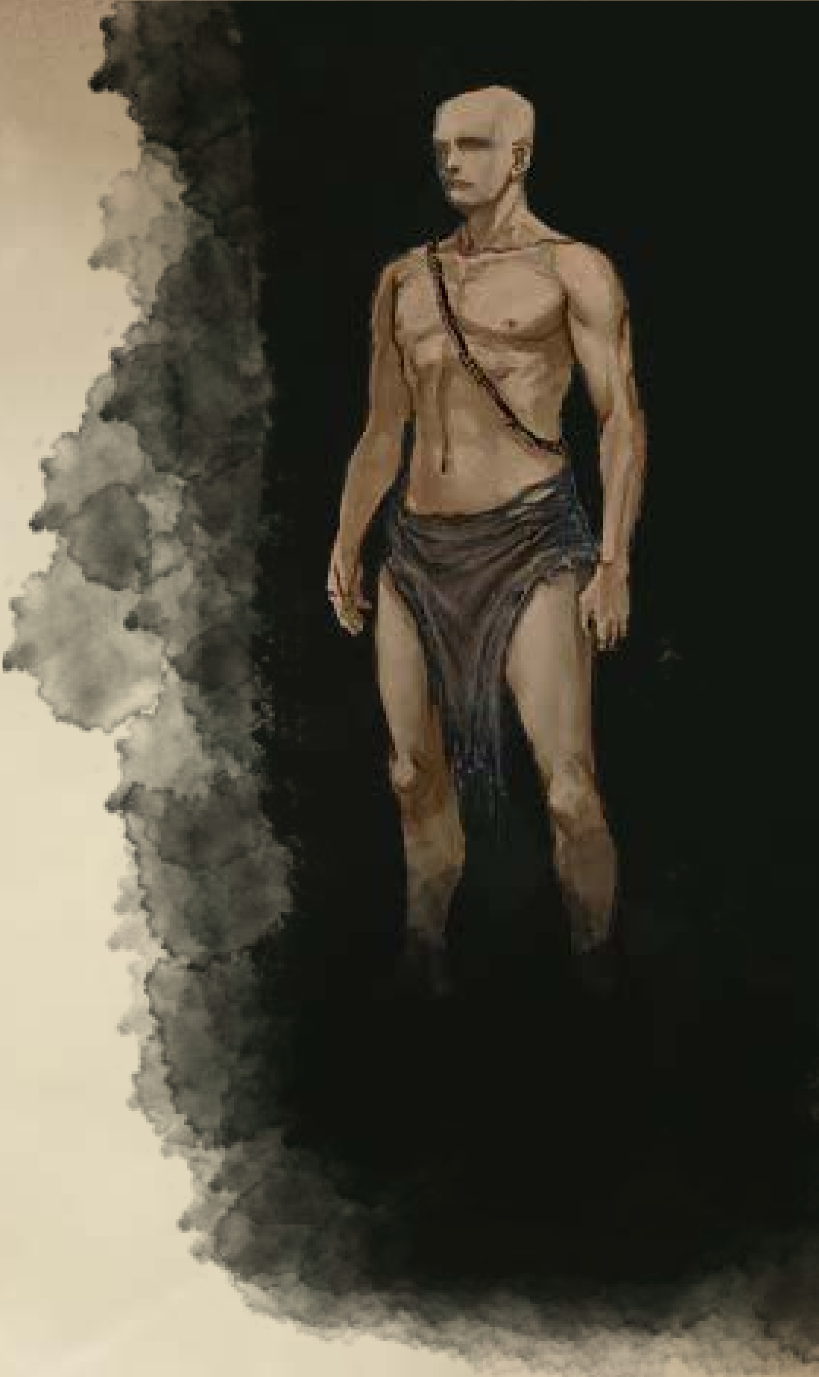
Size. Undead are similar in size to humans: usually more than 5' tall but not much more than 6'. Your size is Medium.

Speed. Your base walking speed is 30'.

Darkvision. Undead seem not to struggle to see in dark caves and ruins. You have darkvision with a radius of 60'. This darkvision allows you to discern colors, unlike other forms of darkvision.

Brave. Undead desire and biological resilience makes them robust to fear. You have advantage on saves against being frightened.

Skill Versatility. You gain proficiency in one skill of your choice. Consider where you learned this skill and how it contributes to your destiny.



Dark Heritage. You have resistance to necrotic damage.

Undead Fortitude. When reduced to 0 hit points, you can make a Constitution save of a DC equal to 5 + the damage dealt to reduce you to 0 hit points. If you succeed, you instead drop to 1 hit point. You can't successfully use this feature again until you finish a long rest.

Fire's Retreat. Instead of sleeping for a long rest, you may instead bask in the warm glow of a bonfire or similar source of warm light, safe from harm. When you rest this way, you fall unconscious for 2d4 hours, then awake, gaining the benefits of a long rest. Also, you cannot be put to sleep by magical means.

Languages. You can speak, read, and write Common, as well as one other language of your choice.

HOLLOW

Hollows are different from undead in that they have fully lost their humanity, their sense of self. The darkness from which they came has seeped into their bodies and into their souls. They are no longer recognizably human. To counteract this, they generally obscure their faces with armor, wraps, or a hood. Hollows in this form still have their sanity and human instincts, but time is running short before they are completely lost.

Ability score increase. Your Constitution Score increases by 2, and your Wisdom score increases by 1.

Age. Hollows are biologically immortal, but their mental faculties are dwindling. Few hollows can maintain this state for even months.

Alignment. Hollows tend toward neutrality and chaos. Their urge to protect their lingering humanity may override moral codes. They may not plunge fully into eveil, but they will make compromises.

Size. Hollows are similar in size to a human, but they are ghastly in appearance, emaciated, and skeletal. Your size is Medium.

Undead. Your creature type is undead, rather than humanoid, but you are immune to effects that turn undead. You can still benefit from magical healing normally ineffective on undead.

Speed. Hollows have a madly intense drive. This combined with an emaciated build, your base walking speed is 35'.

Darkvision. Undead seem not to struggle to see in dark caves and ruins. You have darkvision with a radius of 60'. This darkvision does not discern colors, only shades of grey.

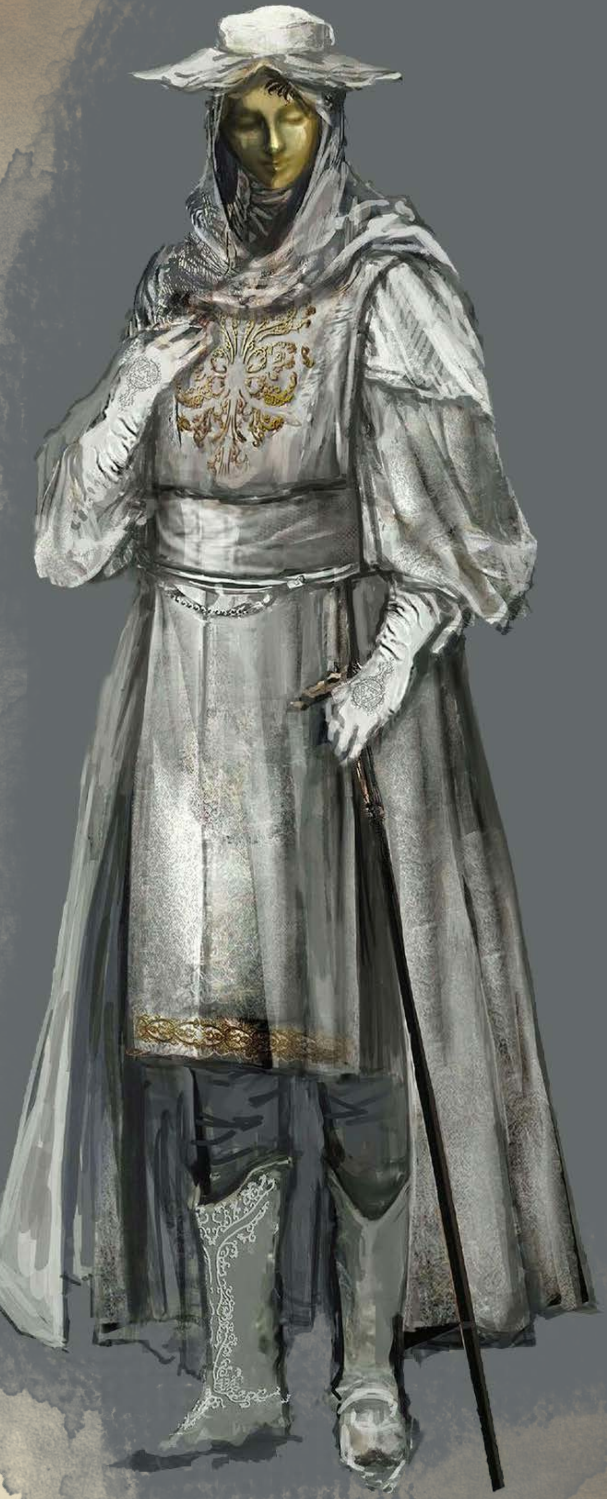
Unshaken. You have advantage on saves against being charmed or frightened.

Dark Heritage. You have resistance to necrotic damage.

Relentless Endurance. When you are reduced to 0 hit points but not outright killed, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Fleeting Mind. Instead of sleeping, you may concentrate on your form for 4 hours to gain the effects of a long rest, maintaining very limited consciousness and awareness. Hollows generally concentrate on what lingers of their destiny, holding onto what they can for hours in agony.

Languages. You can speak, read, and write Common, as well as one other language of your choice.



Hollowing

If a player is playing an undead, and hollows. You can have them change all of their statistics, or simply follow these suggestions: replace the undead's Brave, Undead Fortitude, and Fire's Retreat features with the hollow's Undead, Unshaken, Fleeting Mind, and Relentless Endurance features.

If the character spends weeks hollowed, and then dies, they are treated as an NPC and you can apply the Hollow Template described later in this Act.

LORDKIN

At the dawn of the Age of Fire, souls arose and were infused into otherwise hollow beings. Of these souls, the most substantial are the Lord Souls. Bearers of these souls wield nearly godlike power and influence. These godlike beings shared their power with their allies and their children, creating a race of beings born of Lord's souls. These beings are not gods or lords, but their lineage gives them longevity and magical abilities unreachable by most men.

Ability score increase. Your Wisdom score increases by 2.

Age. Lordkin reach maturity in less than a century, then have indefinite lifespans.

Alignment. Lordkin tend toward law, but those laws depend greatly on their lord.

Size. Lordkin are generally larger than humans, ranging from 6' to 7' tall. Your size is Medium.

Speed. Your base walking speed is 30'.

Darkvision. Descendant of or personally blessed with celestial power, you have darkvision with a radius of 60'.

Born of Fire. Being of those who started the Age of Fire, you have resistance to fire damage.

Voice of Disparity. You know the *thaumaturgy* cantrip. At 3rd level, you can cast *command* once per long rest, using Wisdom as your spellcasting ability.

Fleeting Mind. Instead of sleeping, you may concentrate on your form for 4 hours to gain the effects of a long rest, maintaining very limited consciousness and awareness.

Languages. You can speak, read, and write Celestial and Common.

Subrace. Lordkin also have traits associated with their respective Lord. Choose one of the following subraces: Lightborn, Fireborn, Darkborn, or Deathborn.

LIGHTBORN

Lightborn are lordkin associated with Gwyn, Lord of Sunlight, who shares his power liberally. Such beings include the Lords of Anor Londo, their silver knights, and even the black knights who battled demons..

Ability score increase. Your Strength score increases by 1.

Pantheonic Resilience. You have resistance to radiant damage.

Might of the First Lord. Once per long rest, as an action, you call out the name of the First Lord. After a moment, lightning wreaths your weapons and it crackles from your eyes, shedding bright light in 10' and dim light in another 10' for the next minute. Also for the next minute, once per turn when you deal damage with an attack, you can deal additional lightning damage equal to half your character level.

FIREBORN

Fireborn are lordkin associated with the Witch of Izalith, who shares her power with her children. Those present at the creation of the Chaos Flame were twisted into demonic chimeras of fire and beast. But some escaped the surge of Chaos and fled Izalith. The best known escapee was Quelana, an exile in Blighttown.

Ability score increase. Your Charisma score increases by 1.

Chaotic Resilience. Along with the fire resistance granted by your race, when receiving fire damage, you may roll a d6, then reduce the incoming fire damage by the result.

Might of the Chaos Flame. Once per long rest, as an action, you reach into the flame within you, and brimstone and fire coat your body, shedding bright light in 10' and dim light for another 10' for the next minute. Also for the next minute, when you are damaged by a creature, you can use your reaction to eject lava from your body to the attacking creature's space, lasting until the brimstone dissipated from your body. Creatures starting their turn in this lava take fire damage equal to half your character level.

DEATHBORN

Deathborn are lordkin associated with Gravelord Nito, the First of the Dead. It isn't known if Nito shared his power or sired any descendants. But if there were such beings, they would surely wield the might of the gods alongside the dead.

Ability score increase. Your Constitution score increases by 1.

Grave Resilience. You have resistance to necrotic damage, and immunity to disease.

Might of the Grave. Once per long rest, as an action, you can touch the body of a humanoid you have slain and imbue it with a dark reflection of life. The body sheds its flesh and rises as a Skeleton (*Monster Manual*, p. 272. It's maximum hit points increase by an amount equal to your character level). The skeleton is under your control for the next minute, acting immediately after your turn in initiative. It then returns to lifelessness. Until then, you can use your bonus action to mentally command the Skeleton to do your bidding. Given no command, the skeleton will attack the nearest creature hostile to you.

DARKBORN

Also known as pygmies and their descendants, the ancestors of man. These beings inherited the Dark Soul, an affront to Gwyn's Light Soul. But, they are reclusive beings, willingly accepting a subtle banishment from Gwyn's light. Notable pygmies include Manus, the Pygmy Lords of the Ringed City, and their Ringed Knights.

Ability score increase. Your Intelligence score increases by 1.

Dark Resilience. You have resistance to necrotic and psychic damage.

Might of the Dark. Once per long rest, as an action, you can unleash the mad darkness within you, wreathing yourself in black tendrils and clouding your mind. For 1 minute, you can gain advantage on saves against being charmed or frightened. If you are charmed or frightened during the action to activate this feature, the condition ends. Also, once per turn while using this feature, when you deal damage with an attack, you can add additional necrotic damage equal to half your character level.

Subclasses

Circle of Pyromancy

Pyromancers derive their power from nature, and being close to nature allows one to obtain new understanding of pyromancy and it's primal nature. This makes pyromancers in *Dark Souls* closest to druids in DnD, who wield natural magic to oppose those who threaten nature. Druids of the Circle of Pyromancy use their primal powers not to transform into beasts, but to enwreath themselves in demonic power.

Circle Spells

Your relationship with flame allows you to actualize flame in ways other druids struggle to. When you reach certain druid levels, you gain access to the spells listed below, and these spells are always prepared and do not count against the number of spells you can prepare after a long rest. These spells also count as druid spells for you.

Druid Level	Circle Spell
3rd	*scorching ray, web*
5th	*fireball, demon pyre**
7th	*fire shield, banishment*
9th	*cloudkill, hold monster*

*described later in this chapter

Embers of Fire

At 2nd level, you become surrounded by minuscule embers of fire. When a creature you can see starts its turn within 10' of you, you can use your reaction to explode one of these embers at them. The creature makes a Dexterity save against your spell save DC, taking 1d6 fire damage on a failure.

This damage increases to 1d8 at 6th level, 1d10 at 10th level, and 1d12 at 14th level.

Old Flame

At 2nd level, when you finish a long rest, you can choose a legendary flame to draw your pyromancy from, tinting your fire, then as an action, you can expend a use of Wild Shape and gain 4 x your druid level temporary hit points for 10 minutes.

You also gain the following benefits while you have these temporary hit points based on the flame you chose.

First Flame. The flame of the Lords, of disparity, the flame of the Age of Fire. When you use your Embers of Fire, roll damage for it twice instead of once. Also, your melee attacks deal an additional 1d6 fire damage.

Chaos Flame. The flame of ambition created by the Witch of Izalith, which spawned demons. A creature damaged by your Embers of Fire has a pool of lava spawned below them for until the end of their next turn. A creature starting their turn in this lava takes 1d6 fire damage.

Black Flame. The dark flame that resides in the souls of man.
When you use your Embers of Fire, the target also takes 1d6 necrotic damage. When rolling for damage from a spell, you may reroll any roll of 1 on the die. But you must use the second result.

Profaned Flame. A bright yellow flame, an evil thing that resides below, corrupting souls. When you use your Embers of Fire, the target also takes 1d6 radiant damage. When a creature takes fire damage from you, it makes a Charisma save of a DC equal to the fire damage dealt, and on a failure, it becomes Charmed by you until the start of its next turn.

Arcane Flame. The blue flame of constructs of the Pyromancer Eygil. When you use your Embers of Fire, the target also takes 1d4 force damage. If you attempt to deal fire damage to a creature but ultimately fail to deal damage due to resistance or immunity to fire damage, you can use your reaction to instead deal half as much force damage to the target.

Access to Flame

For a longer campaign or adventure, DMs are encouraged to limit access to Old Flames, rewarding them along the adventure.

This is especially suggested for the Profaned and Arcane flames, which are closely linked to the profaned capital and to the pyromancer Eigyl, respectively.

Chaotic Reanimation

At 6th level, you learn to use your connection to fire to unleash what remains of the flame within the slain. As a reaction to a humanoid being killed within 10' of you, you can cause it to rise with 1 hit point as a zombie (*Monster Manual*, p. 316, the same size as the slain creature, resistant to fire damage). It takes its turn in initiative immediately after you and it obeys your mental commands. After 1 hour, the zombie crumbles into ash.

The zombie also gains benefits based on your Old Flame.

First Flame. The zombie's weapon attacks deal an additional 1d6 fire damage.

Chaos Flame. When the zombie is slain or successfully uses its Undead Fortitude ability, a pool of lava is generated in a 5' radius around it until the start of your next turn. A creature other than you or the zombie starting its turn in the lava takes 1d6 fire damage.

Black Flame. The zombie's weapon attacks deal an additional 1d6 necrotic damage.

Profaned Flame. The zombie has advantage on saves for its Undead Fortitude ability.

Arcane Flame. The zombie has advantage on saves against spells and other magical effects.

You can use this feature a number of times equal to your Wisdom modifier, regaining expended uses after a long rest.

Witch Embers

At 10th level, you can use your bonus action to send your Embers of Fire away from you and into a 10’ cube up to 30 feet away. These embers remain for 1 minute, during which you cannot use your normal Embers of Fire reaction. When a creature enters this 10‘ cube, they take damage as if you had used your Embers of Flame feature.

Legendary Flames

At 14th level, your connection to fire becomes more intimate, and you gain new benefits from your Old Flames feature.

First Flame. You gain immunity to the blinded, deafened, frightened and poisoned conditions, and you gain +1 AC. Also, critical hits against you become normal hits.

Chaos Flame. You gain immunity to the charmed and frightened conditions, and when receiving fire damage, you can reduce the damage by an amount equal to your druid level.

Black Flame. You gain immunity to the stunned, prone, and frightened conditions, and when you roll for necrotic damage, you can reroll any roll of 1 on damage dice, but you must use the second result.

Profaned Flame. You gain immunity to the frightened condition, and when you are damaged by an enemy more than 5’ away from you, you can use your reaction to cast *produce flame* at the enemy, dealing 1d8 damage.

Arcane Flame. You gain immunity to the paralyzed, petrified and frightened conditions, and when a creature rolls a 1 on the d20 for a ranged spell attack against you, you can redirect the attack at another hostile creature within 30’. The original attacker rolls a new spell attack, but on a hit, the attack deals minimum damage.

Parry Master

Most rogues focus on stealth and agility to catch their enemies off-guard. Parry masters use their skill with the shield to strike enemies where they are vulnerable. While most warriors in *Dark Souls* are capable of parrying, some specialize in it, using daggers and rapiers to critically strike opponents. A rogue’s Sneak Attack best translates to the riposte after a parry maneuver in *‘Souls*.

Also see the parryer feat later in this act to parry as another class. This archetype’s features and that of the parryer feat can both be used as part of the same reaction.

Parry

At 3rd level, when you choose this archetype, you learn how to use a shield and how to maneuver it in response to an incoming attack. Parry masters tend to choose small, maneuverable shields over large greatshields.

You become proficient in shields, and when you are hit with a melee weapon attack while wielding a shield, you can use your reaction to make a Sleight of Hand check against the attack roll. If you succeed, the attack misses, and as part of the same reaction, you can move up to half your walking speed to an unoccupied space within 5 feet of the attacker and make a melee weapon attack with advantage using a finesse weapon against the attacking creature. If you hit, you can apply your Sneak Attack class feature, and you gain an additional reaction until the start of your next turn. This additional reaction cannot be used on this subclass feature.

Diverse Implements

At 9th level, you learn how to use parrying maneuvers with a variety of implements. In addition to shields, you can use your Parry reaction while wielding a finesse weapon or even if your off-hand is empty.

Agile Escape

At 13th level, when you use your Cunning Action to take the Disengage action, incoming attacks have disadvantage until the start of your next turn.

Legendary Riposte

At 17th level, your ability to riposte becomes the stuff of legends. When you successfully hit with an attack as part of your Parry reaction, it is a critical hit, and applies your Sneak Attack feature even if you have already used that feature since the start of your last turn.

You can use this additional Sneak Attack a number of times equal to your Constitution modifier. Expended uses are regained at the end of a short or long rest.

DARK SERPENT PATRON

Hexers in *Dark Souls* translate best to Warlocks in DnD: they rely somewhat on Intelligence like wizards do, but they also rely on their force of will. Warlocks are also generally depicted as dark figures using forbidden arts, and this best describes hexers and users of the dark in *'Souls*. The best known users of the dark are associated with dark serpents, primarily Darkstalker Kaathe, who beckoned men into exploring the dark within them. Kaathe also taught such men the art of lifedrain, expressed as a weapon of swirling dark energy.

EXPANDED SPELL LIST

The Dark Serpent's Gift lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	*shield, bane*
2nd	*blindness/deafness, detect thoughts*
3th	*bestow curse, blinding smite*
4th	*phantasmal killer, staggering smite*
5th	*banishing smite, planar binding*

DARK TRAINING

At 1st level, the Dark Serpent grants you the knowledge to fight effectively. You gain proficiency with medium armor, shields, and martial weapons.

This particular training includes a ritual to manifest a dark bond with a weapon. After you finish a long rest, you bond with a weapon of your choice that you are proficient with that is not two-handed. When you attack with this weapon, you can use your Charisma modifier instead of Strength or Dexterity. This benefit also extends to any weapon using your Pact of the Blade feature.

LIFEDRAIN

At 1st level, along with your martial training, you learn the art of Lifedrain, which is manifested as a swirling shield. As a bonus action or along with conjuring your Pact Weapon, you conjure a shield of swirling dark energy in an empty hand, granting a bonus to AC equal to your proficiency bonus, instead of that granted by a normal shield.

You can also use your action to collapse this shield into swirling, absorbing energy. You forgo the benefit of your shield until the start of your next turn to make a special melee spell attack against a Medium humanoid within 5'. A creature hit by this attack is grappled by you (escape DC = 8 + your proficiency bonus + your Charisma modifier) until the start of your next turn.

At the start of your next turn, the grappled creature takes necrotic damage equal to your proficiency bonus + your Charisma modifier, and has its hit point maximum reduced by an amount equal to your proficiency bonus, as it's released from the grapple. Then, for the next minute, you gain a bonus to damage rolls equal to your proficiency bonus.

You can perform this special melee attack any number of times, but you can only gain the bonus to damage rolls once per short or long rest.

DARK WARD

At 6th level, dark destiny surrounds you. When you are reduced to 0 hit points, you can use your reaction drop to 1 + your Charisma modifier hit points instead. You can forgo this benefit until the end of your next short or long rest to use your reaction to gain advantage on a Lifedrain attack, which then deals triple damage on a hit.

You can use this reaction once per short or long rest.

EMPOWERED LIFE DRAIN

At 10th level, your Lifedrain becomes even more powerful. As well as humanoids, you can also target Medium aberrations, celestials, fey, fiends, giants, monstrosities, and undead with your Lifedrain attack.

After successfully damaging a creature with your Lifedrain attack, you can immediately roll one of the target's hit dice (no action required) and gain hit points accordingly. The target then deducts this hit die from its pool. If the target has no hit dice left, the feature fails.

PHANTOM MOTES

At 14th level, you gain even more features after successfully draining another. Each time you successfully damage a creature with your Lifedrain attack, you gain a phantom mote of dark energy that resides within you. If you reduce a creature to 0 hit points with a Lifedrain attack, you gain 3 motes. You can carry a number of motes equal to your warlock level, and these motes dissipate at the end of a long rest. While you have at least 1 phantom mote, you can use your action to cast *eldritch blast*, firing a single beam for every phantom mote you have, expending all of them.

SPELLS

Spells in *Dark Souls* can be difficult to translate into DnD. This section considers the minimum stat requirements for spells in *‘Souls* and translates them to spell levels for DnD. Sorcery in *‘Souls* of course translates best to wizardry, pyromancy to druidic magic, given the primal nature, and miracles to cleric and paladin magic.

The table below suggests Dungeons and Dragons equivalent spells to *Dark Souls* spells, such as magic weapon and *magic weapon*. Then *Dark Souls* spells are given in order of spell level.

***Dark Souls* Spells**	***Dungeons and Dragons* Spells**
Magic Weapon, Great Magic Weapon, Crystal Magic Weapon	*magic weapon*
Magic Shield, Strong Magic Shield	*shield*
Aural Decoy	*minor illusion*
Hush	*pass without trance*
Fall Control	*feather fall*
Hidden Body	*invisibility*
Repair	*mending*
Cast Light	*light*
Chameleon	*major image*
Remedy	*lesser restoration, greater restoration*
Resist Curse	*remove curse*
Heal, Great Heal Excerpt, Great Heal	*cure wounds*
Soothing Sunlight	*mass cure wounds*
Force	*thunderwave*
Magic Barrier, Greater Magic Barrier	*protection from energy*
Vow of Silence	*silence*
Fireball, Combustion, Great Combustion	*produce flame*
Great Fireball	*fireball*
Firestorm, Fire Tempest	*firestorm*
Fire Surge	*burning hands*

SOUL ARROW

Evocation cantrip

(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60’

Components: V, S

Duration: Instantaneous

A mote of blue radiant light streaks out from you to a creature in range, following a moving creature only slightly. Make a ranged spell attack against the target, and the AC against this attack only considers bonuses due to armor, natural armor, magic items, and shields. The target also does not benefit from the Dodge action for this attack. On a hit, the target takes 1d8 radiant damage.

This spell’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ALLURING RAPPORT

1st-level enchantment

(bard, druid, sorcerer)

Casting Time: 1 action

Range: 60’

Components: V, S

Duration: Concentration, up to 1 minute.

Alluring pink flame emits from your eyes as you look at a creature within range. If the creature has an Intelligence of less than 5 or is undead, it makes a Wisdom save or becomes charmed by you for the duration. Creatures charmed this way will attack the nearest creature hostile to you, and it must repeat the Wisdom save each time it is damaged, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other.

HEAVY FLAME

1st-level evocation

(druid, sorcerer, warlock)

Casting Time: 1 action

Range: 5’

Components: V, S

Duration: Instantaneous

You draw from within your despair and suffering a black flame in your hand, which then explodes into a blast of dark fire at a target within range. Make a melee spell attack against the target. On a hit, the target takes 3d12 fire damage and its speed is reduced to 0 until the end of its next turn.

Minor Wrath

1st-level evocation

(cleric)

Casting Time: 1 action

Range: 15’

Components: V, S

Duration: Instantaneous

You generate a luminous shockwave around you. Creatures within range make a Strength save or are knocked 15’ back, prone. And, until the start of your next turn, ranged attacks against you suffer disadvantage.

Abyssal Acid

2nd-level evocation

(druid)

Casting Time: 1 action

Range: Self (15’ cone)

Components: V, S, M (blood from a massive desert worm)

Duration: 1 minute

You inhale a large breath, then pull fiendish acids into your lungs, then exhale a brown acidic cloud in a 15’ cone. Creatures in this cone make a Constitution save or take 2d8 acid damage and acid begins to corrode their weapons. A nonmagical weapon has a -1 penalty to attack and damage rolls permanently. A magical weapon has a -1 penalty to attack and damage rolls for the duration, or until a creature uses their action to clean the acid off the weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 acid damage for each slot level above 2nd.

Heavy Magic Arrow

2nd-level evocation

(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 90’

Components: V, S, M (a small gemstone)

Duration: Instantaneous

You concentrate on your arcane essence and launch an orb of energy at a creature you can see within range. Make a ranged spell attack against the target, and this spell attack cannot suffer disadvantage due to actions the target has taken such as the Dodge action or spells such as *blur* and *protection from good and evil*. On a hit, the target takes 5d4 force damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

Hidden Weapon

2nd-level illusion

(bard, warlock, wizard)

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a strand of vine from a vineblight)

Duration: Concentration, up to 1 minute.

You touch a nonmagical weapon and bright sparks surround it for a moment, then it turns invisible. All attacks made with this weapon gain advantage, unless the target has blindsight or other means of seeing invisible creatures or objects.

Inner Soothing Light

2nd-level evocation

(cleric, paladin)

Casting Time: 1 action

Range: Self

Components: V, M (a page from a prayer book)

Duration: Concentration, up to 1 minute

You speak a prayer into your clasped hands and begin to feel a healing light within you. As long as you maintain concentration on this spell, you regain 2 hit points at the beginning of each of your turns.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you regain an additional hit point for each slot level above 2nd.

Intense Sweat

2nd-level transmutation

(druid)

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 minute

You begin to sweat profusely. This magical sweat coats you and your gear giving you resistance to fire damage for the duration.

Lava Whip

2nd-level evocation

(druid, sorcerer, warlock)

Casting Time: 1 action

Range: 15’

Components: V, S, M (tatters from a spellcaster’s robes)

Duration: 1 minute

You draw from your flaming despair and generate a whip of lava from your empty hand. You then make a melee spell attack at any number of creatures within range. On a hit, the target takes 2d6 fire damage as the lava whip strikes. Creatures targeted by these melee attacks then have a field of lava generated below them for the duration. A creature starting their turn in or moving into this lava takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage from the whip strikes increases by 1d6 fire damage for each slot level above 2nd.

Swamp Breath

2nd-level transmutation

(druid, sorcerer, warlock)

Casting Time: 1 action

Range: Self (15' cone)

Components: V, S, M (an egg from an insectoid fiend)

Duration: 1 minute.

You inhale a large breath, then pull natural toxins into your lungs, then exhale a purple poisonous cloud in a 15' cone. Creatures in this cone make a Constitution save or take 2d12 poison damage and become poisoned for the duration. A creature starting its turn poisoned this way takes an additional 1d12 poison damage; it can then repeat the save at the end of its turn, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage dealt by the poisonous cloud increases by 1d12 poison damage for each slot level above 2nd.

Beads of Humanity

3rd-level conjuration

(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60'

Components: V, S, M (hairs from a madman)

Duration: Instantaneous.

Dark energy gathers in your hands then shoots out toward 5 different creatures of your choice within range. Make a ranged spell attack against each creature. On a hit, the target takes 2d8 necrotic damage and 2d6 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, 2 more beads of dark energy are shot out for each slot level above 3rd. These additional beads can target creatures already targeted by this spell.

Demon Pyre

3rd-level evocation

(sorcerer)

Casting Time: 1 action

Range: 60'

Components: V, S, M (the leg of a spidery demon)

Duration: Instantaneous

You focus on your inner flame and generate a ball of chaotic fire in your hand, you then throw this ball at a point you can see within range. The ball then explodes in brimstone and lava in a 20' sphere. Creatures in this sphere make a Dexterity save or take 6d6 fire damage, half on a successful save. This explosion will also ignite flammable objects in the area that aren't worn or carried.

Then, the lava from this explosion settles on the ground beneath this sphere and remains until the start of your next turn. A creature starting their turn in this lava takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage from the explosion increases by 1d6 fire damage for each slot level above 3rd.

Iron Flesh

3rd-level transmutation

(cleric, druid)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

You focus on your essence and your flesh and gear become hard as iron, as well as slightly reflective. For the duration, you cannot be knocked prone, and damage rolls for bludgeoning, piercing, and slashing damage roll 1 fewer damage die. However, your walking speed becomes 15, and you cannot benefit from flying, climbing or burrowing speed.

Lightning Blade

3rd-level conjuration

(cleric, paladin)

Casting Time: 1 action

Range: Touch

Components: S, M (a relic from a disgraced celestial)

Duration: Concentration, up to 1 minute.

You caress a weapon held in one hand, and crackling lightning forms along the blade of the weapon. For the duration, the weapon becomes magical, and its attacks deal an additional 1d6 lightning damage.

Lightning Spear

3rd-level evocation

(paladin)

Casting Time: 1 action

Range: 120’

Components: V, S, M (a golden medallion worth at least 25 gp)

Duration: Instantaneous

You hold your holy symbol high in the air and generate a static bolt of crackling lightning ten feet long. You then throw the bolt at a creature within range, making a ranged spell attack against the target. On a hit, the target takes 4d6 lightning damage. A creature in metal armor, made of metal, or with thick protective scales is vulnerable to this damage, regardless of their damage resistances or immunities. If the target is in a body of water, the damage also applies to creatures within 10’ of the target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Moonlight Blade

3rd-level conjuration

(cleric, paladin)

Casting Time: 1 action

Range: Touch

Components: S, M (a preserved ear cut from a sinner)

Duration: Concentration, up to 1 minute.

You caress a weapon held in one hand, and bluish moonlight begins to radiate from the blade of the weapon. For the duration, the weapon becomes magical, it sheds 10’ of bright light and 10’ of dim light, and its attacks deal an additional 1d6 radiant damage.

Orb of Disparity

3rd-level conjuration

(sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60’

Components: S, M (a handful of nightcrawlers)

Duration: Instantaneous

Black tendrils crawl up from the ground and along your body before coalescing in an orb of dark energy two feet wide at your hands. It then travels 30 feet toward a creature of your choice within range at the end of each of your turns. Any creature that touches this orb causes it to explode in absorbing fog. Creatures within 5’ of this explosion make a Constitution save or take 4d8 necrotic damage, half on a successful save. Creatures failing this save also have their speed reduced by 10 and their Dexterity score reduced by 2 for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 bludgeoning damage for each slot level above 3rd.

Power Within

3rd-level adjuration

(druid, warlock)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

Dark red ethereal flames surround you, as your inner flame is expressed outwardly. For the duration, melee attacks roll an additional damage die, and you can take the Dash action as a bonus action. But, you take 5 fire damage at the end of each turn for 1 minute, even if you lose concentration on this spell.

Projected Wrath

3rd-level evocation

(cleric, paladin)

Casting Time: 1 action

Range: 30’

Components: V, S, M (a wooden ale mug)

Duration: Instantaneous

You gather a ball of luminous white light and eject it to a point within range. The light then explodes into a 10’ sphere. Creatures in this sphere make a Strength save or take 4d6 thunder damage and are pushed 15’ away from the explosion and knocked prone.

Walk of Tranquility

3rd-level abjuration

(cleric)

Casting Time: 1 action

Range: Self

Components: S, M (a patch of moss)

Duration: 1 minute.

You usher a prayer of peace as radiant waves emanate in a 15’ circle centered on you. Hostile Large or smaller creatures in this circle have their speed halved, they cannot use reactions, and attacks targeting them have advantage, as their movement is hindered.

Fog of Disparity

4th-level conjuration

(bard, druid, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60’

Components: S, M (a ripe from a noose)

Duration: 1 minute.

A foul black mist forms in a 15’ sphere centered on a point you can see within range, heavily obscuring the area. A creature that starts its turn in this fog makes a Constitution save or becomes poisoned for 1 minute, repeating the save at the end of each of their turns, ending the effect on a success. A creature ending their turn in this fog takes 4d6 poison damage

Homing Soul Masses

4th-level evocation

(sorcerer, wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a clump of bluish crystal)

Duration: Concentration, up to 10 minute.

From within your arcane essence, radiant masses of energy rise above your body, a number equal to your spellcasting modifier. These masses remain until a hostile creature moves within 60' of you. It then makes a Dexterity save as one-by-one these masses fly toward it. On a failure, the target takes 2d6 radiant damage per mass. If the target is reduced to 0 hit points before masses are depleted, they remain above your body until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 radiant damage for each slot level above 4th. Additionally, a creature takes half damage on a successful Dexterity save.

Karmic Justice

4th-level abjuration

(cleric)

Casting Time: 1 action

Range: Self

Components: V, S, M (a lock of worn, black hair)

Duration: Concentration, up to 1 minute.

You utter vengeful words into your clasped hands, then feel a dark essence within you. Each time you take damage, this essence grows. Once you have taken 20 damage, the essence is unleashed in a shockwave of black energy. Creatures within 20' make a Constitution save or take 4d6 thunder damage and 4d6 necrotic damage and are pushed back 15 feet, prone. Creatures succeeding this save take half damage and are not pushed or knocked prone.

Lord Gwyn's Radiant Lightning

5th-level evocation

(paladin)

Casting Time: 1 action

Range: 120'

Components: V, S, M (a golden medallion worth at least 25 gp)

Duration: Instantaneous

You hold your holy symbol high in the air and generate a golden bolt of crackling sunlight fifteen feet long. You then throw the bolt at a creature within range, making a ranged spell attack against the target. On a hit, the target takes 6d6 lightning damage and 6d6 radiant damage. Dragons and creatures with sunlight sensitivity have vulnerability to this damage regardless of their damage resistances and immunities. A target taking more than 20 damage from this spell is knocked 15' from you, prone.

Nito's Grave Swords

5th-level evocation

(cleric, paladin)

Casting Time: 1 action

Range: 30'

Components: V, S, M (a bone from a reanimated skeleton)

Duration: Instantaneous

You hold your holy symbol, gathering necrotic energy, then slam it on the ground causing large, orange, boney blades to emerge from the earth. Creatures within range make a Dexterity save or take 3d10 piercing damage and 3d10 necrotic damage, half on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the necrotic damage increases by 1d10 and the range increases by 10 feet for each slot level above 5th.

Wrath of Light

5th-level evocation

(cleric, paladin)

Casting Time: 1 action

Range: 15'

Components: V, S, M (cleric's robes or a tear thereof)

Duration: Instantaneous

You generate thunderous radiant wave of light around you. Creatures within range make a Strength save or take 4d6 thunder damage and 4d6 radiant damage and are pushed 15 feet away, prone. Then, until the start of your next turn, ranged attacks against you suffer disadvantage.

Envious Pursuers

6th-level evocation

(sorcerer, warlock, wizard)

Casting Time: 1 action
Range: Self
Components: S, M (a gift from an unrequited love worth at least 1 gp)
Duration: Concentration, up to 10 minute.

From within you, 5 shadowy manifestations of envy rise above your body. These manifestations remain until a hostile creature moves within 60 feet of you. The manifestations then begin pursuing the creature, moving 30 feet toward it at the end of each of your turns. When they reach the hostile creature, it makes a Constitution save or takes 10d10 necrotic damage, half on a successful save. A creature receiving more than 50 damage from this spell is stunned until the end of its next turn, unable to accomplish anything but feel tremendous shame.

Healing Light

6th-level abjuration

(cleric)

Casting Time: 1 action
Range: Self
Components: V, M (a tentacle from a mother octopus)
Duration: Concentration, up to 1 minute.

You speak words of prayer into your clasped hands and radiant, soothing light begins to emit from you, shedding bright light in a 15' radius, and dim light in another 15'. You and friendly creatures in this light when the spell is cast regain hit points at the beginning of each of your turns equal to your spellcasting modifier, as long as you maintain concentration.

Logan's Magic Spear

6th-level evocation

(sorcerer, wizard)

Casting Time: 1 action
Range: Self (5' wide, 120' line)
Components: V, S, M (a large hat worth at least 25 gp)
Duration: Instantaneous

You thrust your hand toward a creature within range that you can see and a brilliant strobile of arcane light is sent toward it. The target and any creature touching a 5' wide 120' line from you to the target makes a Dexterity save, which cannot gain advantage by any means. On a failure, a creature takes 16d6 force damage and its speed is reduced to 0 until the end of its next turn, as its essence recovers from the trauma.

The material component for this spell need not be worn or held, merely carried on your person.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Izalith's Pyrestorm

7th-level evocation

(druid, sorcerer)

Casting Time: 1 action
Range: 60'
Components: V, S, M (a wooden branch from a fiend)
Duration: Instantaneous

You focus on your inner flame then slam your fists on the ground, generating 8 5' radius, 30' tall cylinders of chaotic lava and brimstone at points you can see within range. Creatures in these cylinders make a Dexterity save or take 6d10 fire damage, half on a successful save. These cylinders of flame ignite flammable objects that are not worn or carried.

Then, the lava from these cylinders settles on the ground beneath and remains until the start of your next turn. A creature starting their turn in this lava takes 2d10 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage from the cylinders of flame increases by 1d10 fire damage for each slot level above 3rd.

Seath's Pale Breath

8th-level transmutation

(sorcerer, warlock, wizard)

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a quartz rod worth at least 500 gp)
Duration: Concentration, up to 1 minute.

You let your arcane essence combine with the quartz rod held in your hand, imbuing you with the power to spew the pale, cursed breath of Seath the Scaleless. While you maintain concentration, you can use your action to exhale a white mist which travels in a 60' cone from you, generating a spiked crystalline surface along the path it travels. Any creature in this cone makes a Constitution save or takes 6d6 force damage, half on a successful save. The spiked crystalline surface generated is difficult terrain, and any creature starting its turn on the path takes 4d6 piercing damage and makes a Constitution save. On a failure, its speed is reduced by 10'. A creature whose speed is reduced to 0 this way is petrified until a *remove curse* spell or similar magic is applied. Each time you use your action to exhale another cone of mist and spikes, the last path of crystalline spikes shatters and dissipates.

FEATS

PARRYER

Prerequisite: Dexterity 13 or higher

You learn to use your offhand guilefully in combat, parrying an opponent's attack and countering with a punishing blow:

- Your Dexterity increases by 1.
- As a reaction to being hit with a melee attack from a creature within your reach, you can make a Sleight of Hand check against the attack roll. On a success, the attack misses, and as part of the same reaction, you can make a melee weapon attack against the creature with a finesse weapon. On a hit, you can roll an additional damage die for the damage roll for this attack.

GREATSHIELD MASTER

Prerequisite: Strength 13 or higher, proficiency in shields

You learn how to use greatshields with agility and strength:

- If you take the Attack action on your turn, you can use your bonus action to shove a creature within reach with your shield.
- You can add your shield's AC bonus to Dexterity saves, by interposing your shield between the effect and yourself.
- If subjected to an Dexterity save to reduce damage from an effect, you can use your reaction to take half damage on a failure and no damage on a success.

MONSTERS

The most iconic content in *Dark Souls* is not the characters, spells, or weapons, but the titanic monsters you slay: magic-fire dragons, giant paladins, oozes of skull and black ichor, and primeval abyssal beings.

This section lists monsters in order of CR, which is determined by their expected appearance in a playthrough. For example, while the Asylum demon is a massive monster in-game that can crush you in one well-placed hit, this wouldn't be a compelling DnD monster. So, it is considered a CR1 creature. On a similar note, it is CR1 because you are expected to have 4 players in a *Dark Souls*-themed adventure, despite the in-game experience being rather lonely.

HOLLOWS

Entirely Hollow beings populate the urban areas in *Dark Souls*. These are not people on the precipice of hollowing, but beings that are completely lost, lacking any personality of semblance of self. Several examples of Hollows are listed below, but more importantly, a template is described to convert any humanoid stat block into a hollowed form (for example, NPC stat blocks from the *Monster Manual* or *Volo's Guide to Monsters*). Aside is an example using the Guard stat block.

Undead Nature. Hollows are Undead type, and do not need to eat, drink, breathe, or sleep.

Ability Score Modification. Hollows are mindless shells of a former humanoid, as such they have pitiful mental statistics. The standard scores suggested are Intelligence 6, Wisdom 8, and Charisma 6. They are aware of their surroundings and are able to operate machinery, so they are more cognisant than beasts but far less than a healthy person.

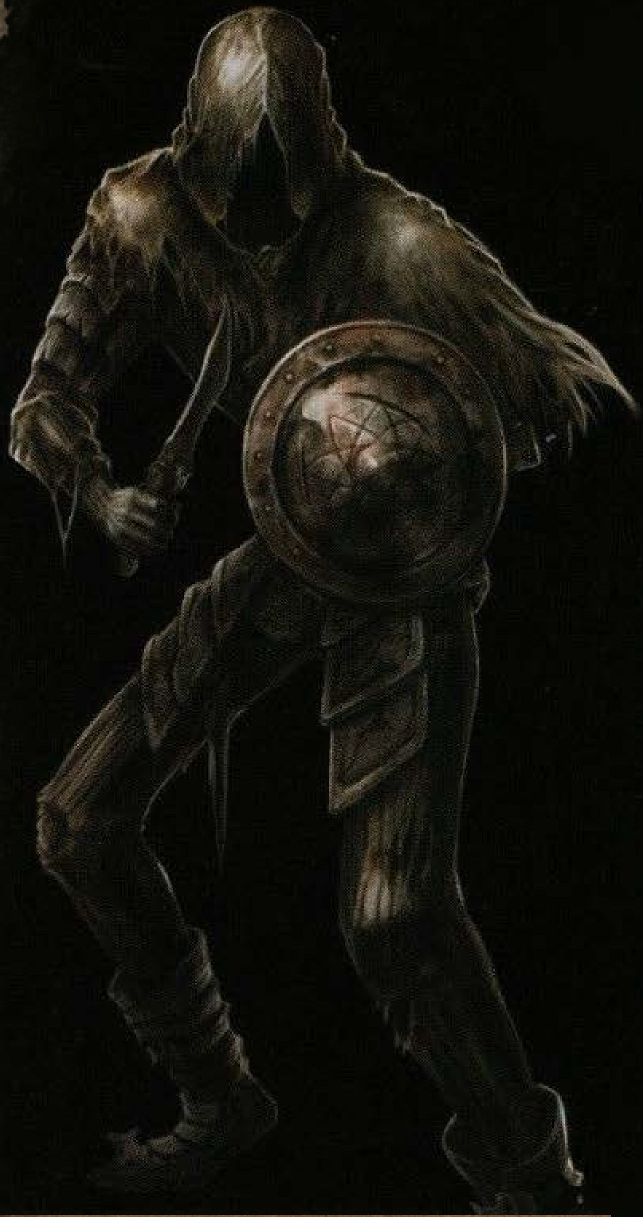
Speed. Hollows have a walking speed of 35'

Resistances. Hollows are resistant to poison and necrotic damage.

Condition Immunity. Hollows are immune to the poisoned and exhausted conditions.

Senses. Hollows have darkvision to a radius of 60'.

Turn Immunity. Hollows are immune to effects that turn undead, as none are present in *'Souls*.



HOLLOW GUARD

Medium undead, neutral evil

Armor Class 16 (chain shirt, shield)
Hit Points 13 (2d8+4)
Speed 35'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Skills Perception +1
Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60' , passive Perception 11
Languages -
Challenge 1/8 (25 XP)

Turn Immunity. The hollow is immune to effects that turn undead.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5' or range 20/60', one target. *Hit:* 4 (1d6+1) piercing damage.

HOLLOW WRETCH

Medium undead, neutral evil

Armor Class 11
Hit Points 13 (2d8+4)
Speed 35'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60' , passive Perception 9
Languages -
Challenge 1/8 (25 XP)

Turn Immunity. The hollow is immune to effects that turn undead.

ACTIONS

Sword. *Melee Weapon Attack:* +2 to hit, reach 5', one target. *Hit:* 2 (1d4) slashing damage.

Barrage. If the hollow hasn't moved this turn, its speed becomes 0, it then makes 4 sword attacks.

Leaping Slash. The hollow leaps 15' toward a target and makes a weapon attack..

HOLLOW ASSASSIN

Medium undead, neutral evil

Armor Class 15 (leather armor)
Hit Points 32 (5d8+10)
Speed 35'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Skills Acrobatics +5, Sleight of Hand +7, Stealth +7, Perception +1
Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60' , passive Perception 9
Languages -
Challenge 1 (200 XP)

Cunning Action. The hollow can take the Dash, Disengage, or Hide action as a bonus action.

Sneak attack (1/turn). The hollow deals an additional 7 (2d6) damage when it hits a target with a weapon attack that has advantage or the assassin has an ally within 5' of the target, as long as the attack doesn't otherwise have disadvantage.

Turn Immunity. The hollow is immune to effects that turn undead.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5' or range 20/60', one target. *Hit:* 5 (1d4+3) piercing damage.

REACTIONS

Parry. In response to being hit with a melee weapon attack, the hollow makes a Sleight of Hand check against the incoming attack roll. If it succeeds, the attack misses and the hollow can move within 5' of the attack and make a melee weapon attack against the attacker, with advantage. On a hit, the hollow applies Sneak Attack, and may still use another different reaction until the start of its next turn.

TORCH HOLLOW

Medium undead, neutral evil

Armor Class 11
Hit Points 13 (2d8+4)
Speed 35'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60' , passive Perception 9
Languages -
Challenge 1/8 (25 XP)

Turn Immunity. The hollow is immune to effects that turn undead.

ACTIONS

Torch. *Melee Weapon Attack:* +2 to hit, reach 5', one target. *Hit:* 2 (1d4) fire damage.

Barrage. If the hollow hasn't moved this turn, its speed becomes 0, it then makes 4 sword attacks.

Leaping Slash. The hollow leaps 15' toward a target and makes a weapon attack..

HOLLOW BUTCHER

Large undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 85 (10d10+30)
Speed 35'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	8 (-1)	9 (-1)	6 (-2)

Saving Throws Str +5, Con +5
Skills Animal Handling +1, Athletics +5
Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60' , passive Perception 9
Languages Common
Challenge 4 (1100 XP)

Reckless. The hollow can choose to gain advantage on all melee attacks during a turn, but until the start of its next turn, all incoming attacks also gain advantage.

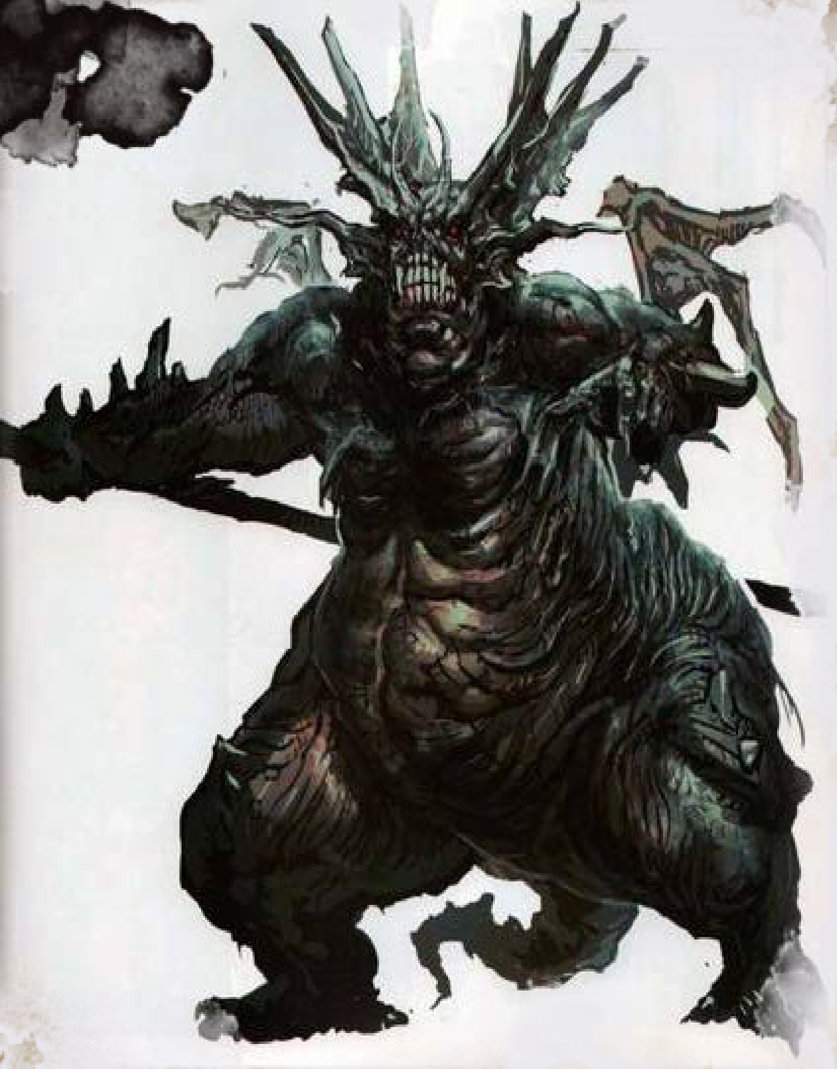
Cannibal Chop. The hollow can make a great cleaver attack against a prone target as a bonus action.

Turn Immunity. The hollow is immune to effects that turn undead.

ACTIONS

Great Cleaver. *Melee Weapon Attack:* +5 to hit, reach 10', one target. *Hit:* 21 (4d8+3) slashing damage.

Hook. *Melee Weapon Attack:* +5 to hit, reach 5', one Medium or smaller creature. *Hit:* 8 (2d4+3) piercing damage and the target is knocked prone.



TAURUS DEMON

Huge fiend, chaotic evil

Armor Class 14 (natural armor)
Hit Points 76 (8d12+24)
Speed 40'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	8 (-1)	8 (-1)	9 (-1)

Saving Throws Str +6, Con +5
Skills Athletics +5, Perception +1
Damage Resistances fire
Condition Immunities exhausted, frightened, grappled, poisoned
Senses darkvision 60' , passive Perception 11
Languages Abyssal
Challenge 4 (1100 XP)

Standing Leap. The demon's long jump and high jump are 30' with or without a running start.

Stunning Strike. If the demon hits a creature with a melee weapon attack, the target's speed becomes 0 and it must make a DC 10 Constitution save or it is stunned until the end of its next turn.

ACTIONS

Multiattack. The demon makes 2 weapon attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 10' , one target. *Hit:* 14 (3d6+4) slashing damage.

Sweeping Swipe (recharge 5-6). The demon swings its axe covering a 15' cone in front of it. Creatures in that area make a DC 14 Dexterity save or take 17 (5d6) slashing damage.

ASYLUM DEMON

Huge fiend, lawful evil

Armor Class 15 (natural armor)
Hit Points 47 (5d12+15)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-2)	8 (-1)	7 (-2)

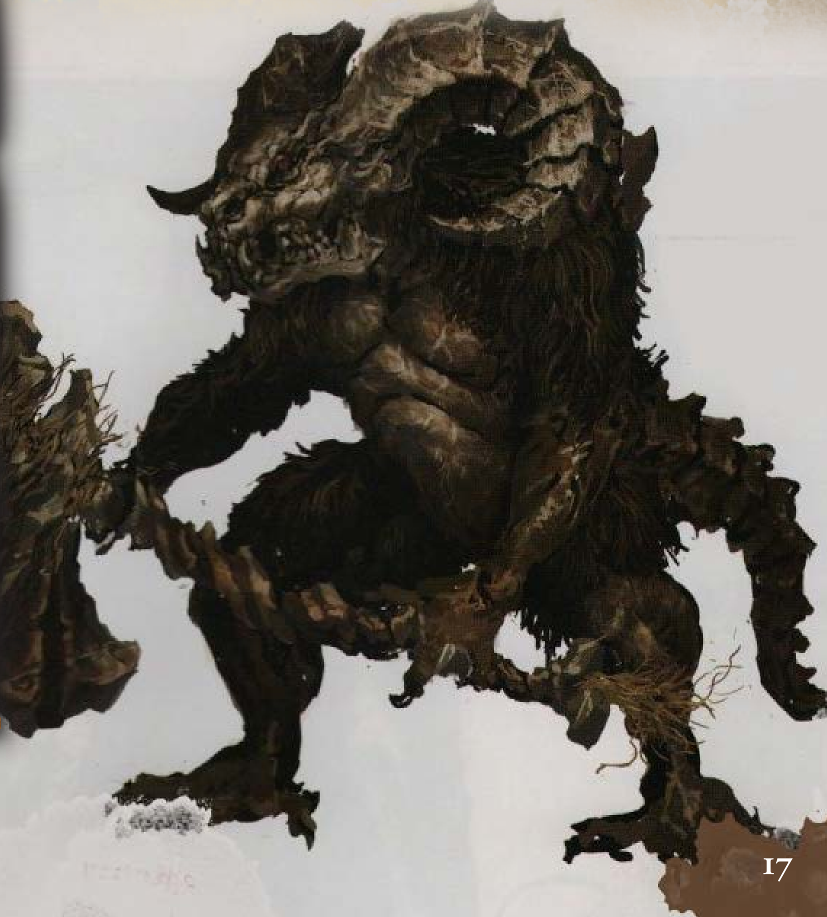
Saving Throws Str +5, Con +5
Skills Athletics +5, Perception +1
Condition Immunities exhausted, frightened, grappled, poisoned
Senses darkvision 60' , passive Perception 11
Languages Abyssal
Challenge 1 (200 XP)

Reckless. The demon can choose to gain advantage on all melee attacks during a turn, but until the start of its next turn, all incoming attacks also gain advantage.

ACTIONS

Greathammer. *Melee Weapon Attack:* +5 to hit, reach 10' , one target. *Hit:* 12 (2d12+3) bludgeoning damage.

Flying Slam (recharge 5-6). The demon flaps its wings and rises into the air before falling and slamming into the ground, creating a shockwave within 10' of it. Creatures in that area make a DC 13 Dexterity save or take 13 (3d8) bludgeoning damage.



Black Knight

Medium humanoid (lordkin), lawful neutral

Armor Class 20 (plate, shield)
Hit Points 67 (9d8+27)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +5
Skills Athletics +5, Intimidation +4, Perception +5
Damage Resistances fire, psychic
Senses darkvision 60' , passive Perception 15
Languages Celestial, Common, Abyssal
Challenge 6 (2300 XP)

Indomitable (2/long rest). The knight rerolls a failed save

Scorched Might (1/long rest). As a bonus action, the knight wreaths itself in ash for 1 minute. While this ash is present, the knight has immunity to fire damage, and its weapon attacks deal an additional 5 (1d10) fire damage.

Actions

Multiattack. The knight makes 3 attacks: 2 with its longsword and 1 shield bash.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 12 (2d6+5) slashing damage or 15 (2d8+5) slashing damage with two hands

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 12 (1d6+5) bludgeoning damage and the target makes a DC 18 Strength save or is pushed 10' backward.

Black Knight

Medium humanoid (lordkin), lawful neutral

Armor Class 20 (plate, shield)
Hit Points 67 (9d8+27)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +5
Skills Athletics +5, Intimidation +4, Perception +5
Damage Resistances fire, psychic
Senses darkvision 60' , passive Perception 15
Languages Celestial, Common, Abyssal
Challenge 6 (2300 XP)

Indomitable (2/long rest). The knight rerolls a failed save

Scorched Might (1/long rest). As a bonus action, the knight wreaths itself in ash for 1 minute. While this ash is present, the knight has immunity to fire damage, and its weapon attacks deal an additional 5 (1d10) fire damage.

Sweeping Attack. After hitting a creature with a melee weapon attack, the knight can use its bonus action to make the same attack against another creature within reach.

Actions

Multiattack. The knight makes 3 attacks: 2 with its longsword and 1 shield bash.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10', one target. *Hit:* 14 (2d8+5) slashing damage.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 8 (1d6+5) bludgeoning damage and the target makes a DC 18 Strength save or is pushed 10' backward.

Black Knight

Medium humanoid (lordkin), lawful neutral

Armor Class 18 (plate)
Hit Points 67 (9d8+27)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +5
Skills Athletics +5, Intimidation +4, Perception +5
Damage Resistances fire, psychic
Senses darkvision 60' , passive Perception 15
Languages Celestial, Common, Abyssal
Challenge 6 (2300 XP)

Indomitable (2/long rest). The knight rerolls a failed save

Scorched Might (1/long rest). As a bonus action, the knight wreaths itself in ash for 1 minute. While this ash is present, the knight has immunity to fire damage, and its weapon attacks deal an additional 5 (1d10) fire damage.

Actions

Multiattack. The knight makes 2 greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 15 (3d6+5) slashing damage and the target makes a DC 13 Strength save or is knocked prone.

Black Knight

Medium humanoid (lordkin), lawful neutral

Armor Class 18 (plate)
Hit Points 67 (9d8+27)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +5
Skills Athletics +5, Intimidation +4, Perception +5
Damage Resistances fire, psychic
Senses darkvision 60' , passive Perception 15
Languages Celestial, Common, Abyssal
Challenge 6 (2300 XP)

Indomitable (2/long rest). The knight rerolls a failed save

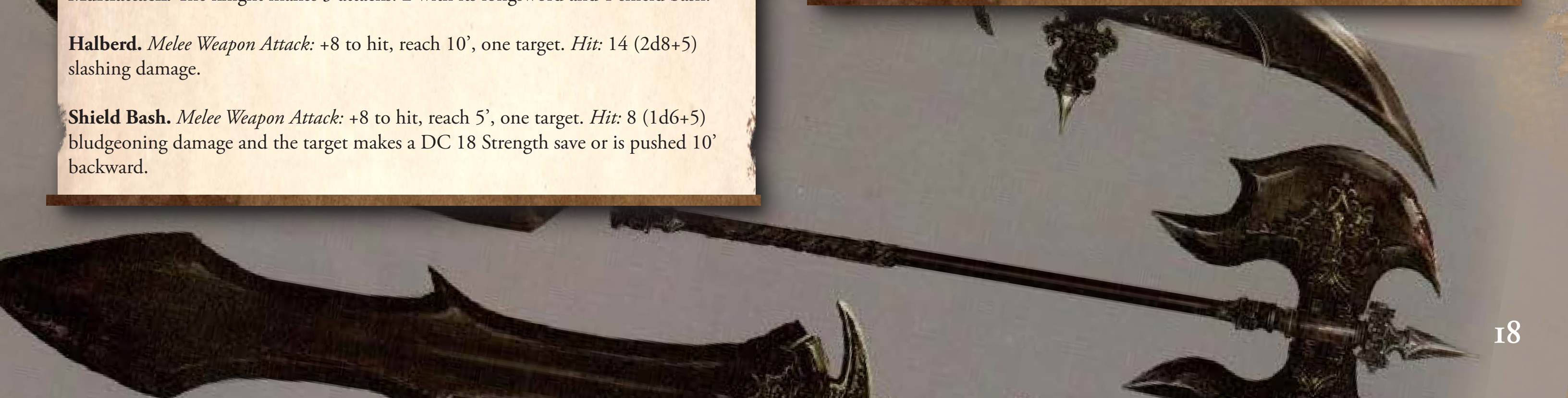
Scorched Might (1/long rest). As a bonus action, the knight wreaths itself in ash for 1 minute. While this ash is present, the knight has immunity to fire damage, and its weapon attacks deal an additional 5 (1d10) fire damage.

Lunging Attack. As a bonus action, the knight jumps 10' and makes 1 weapon attack with advantage, without provoking opportunity attacks.

Actions

Multiattack. The knight makes 2 greataxe attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 12 (2d6+5) slashing damage and the target makes a DC 13 Strength save or is knocked prone.



Hellkite Wyvern

Gargantuan dragon, unaligned

Armor Class 19 (natural armor)
Hit Points 210 (12d20+84)
Speed 30', fly 60'

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	25 (+7)	8 (-1)	13 (+1)	11 (+0)

Saving Throws Str +14, Dex +6, Con +13
Skills Athletics +20, Intimidation +6, Perception +13
Damage Immunities fire
Senses darkvision 120' , passive Perception 23
Languages understands Draconic but cannot speak
Challenge 17 (18000 XP)

Legendary Resistance (3/day). The wyvern succeeds a failed save.

Regeneration. When it has less than 100 hit points, the wyvern regains 2d20 hit points at the start of each of its turns.

Actions

Multiattack. The wyvern makes 3 attacks: 1 with its bite and 2 with its claws.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10', one target. *Hit:* 15 (2d6+8) slashing damage.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15', one target. *Hit:* 19 (2d10+8) piercing damage.

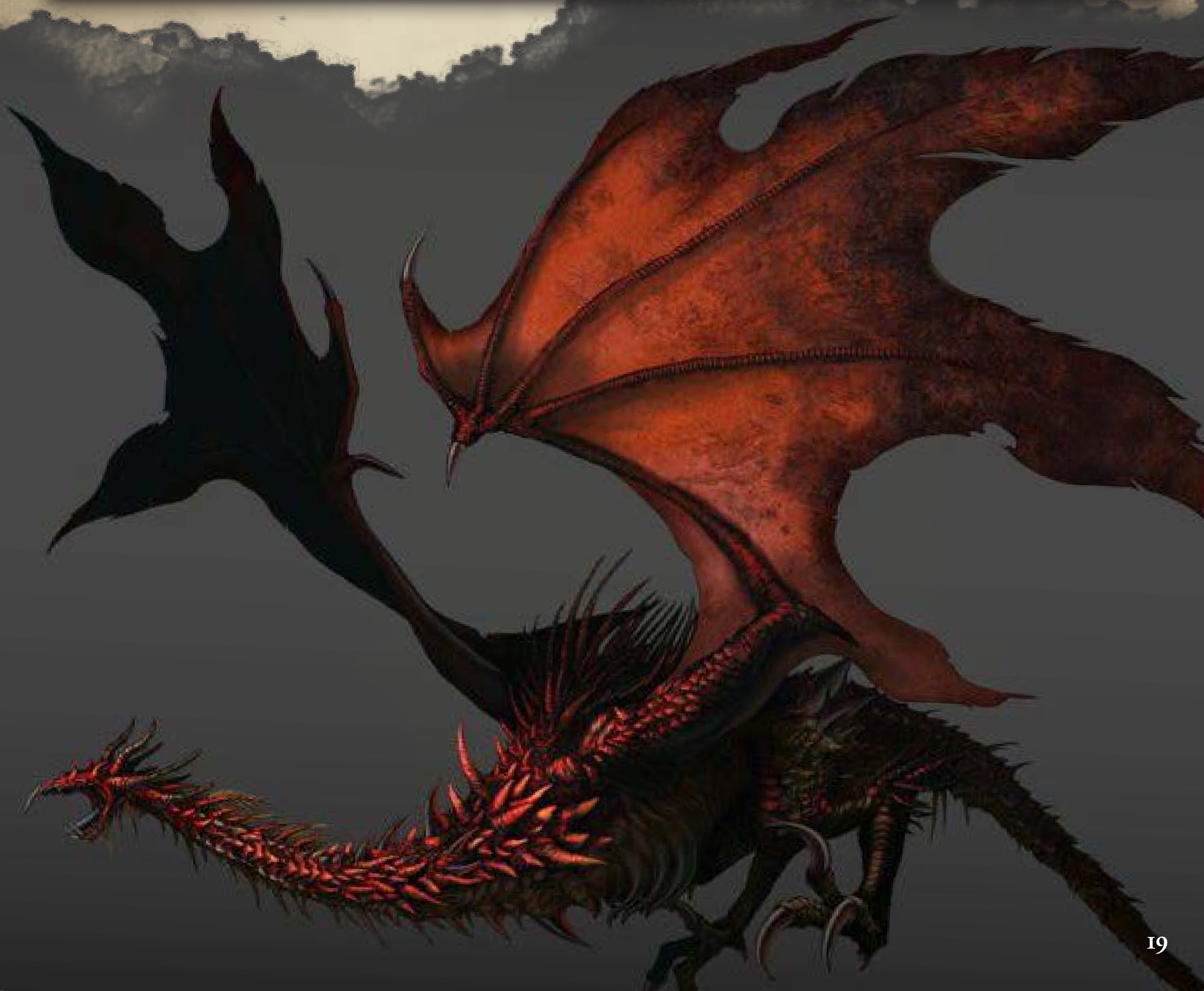
Tail. *Melee Weapon Attack:* +14 to hit, reach 15', one target. *Hit:* 17 (2d8+8) bludgeoning damage.

Fire Breath (recharge 5-6). The wyvern exhales a line of fire 240' long and 15' wide. Creatures in that area make a DC 23 Dexterity save or take 56 (16d6) fire damage, half on a successful save.

Legendary Actions

The wyvern can take 3 legendary actions, used after another creature's turn in initiative. The wyvern regains all legendary actions at the start of its turn

Detect. The wyvern makes a Perception check.
Tail Attack. The wyvern makes a tail attack.
Wing Attack (costs 2 actions). The wyvern beats its wings creating a shockwave within 20' of it. Creatures in that area make a DC 24 Dexterity save or take 17 (2d8+8) bludgeoning damage and are knocked prone. The wyvern then flies half its fly speed.



PROWLING TITANITE

Huge elemental, neutral evil

Armor Class 20 (natural armor)
Hit Points 80 (7d10+35)
Speed 30’, fly 60’

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	6 (-2)	13 (+1)	6 (-2)

Damage Immunities poison, psychic, bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned
Senses blindsight 120’ (blind beyond), passive Perception 11
Languages -
Challenge 8 (3900 XP)

Immutable Form. The elemental is immune to any spell or effect that would alter its form.

ACTIONS

Catch. *Melee Weapon Attack:* +10 to hit, reach 15’, one Large or smaller creature. *Hit:* 13 (1d12+7) magical slashing damage and the target is grappled (escape DC 18). If it is still grappled at the start of the elemental’s next turn, the elemental slams the target on the ground, dealing 52 (8d12) bludgeoning damage.

Pole Swipe. The elemental sweeps its catch pole in a 15’ cone in front of it. Creatures in that area make a DC 15 Dexterity save or take 39 (6d12) magical slashing damage and are knocked prone.

Leaping Slam. The elemental leaps in the air and lands slamming it’s catch pole covering a 10’ radius circle up to 30’ away from it. Creatures in that area make a DC 20 Dexterity save or take 39 (8d12) magical bludgeoning damage and are knocked prone.

Titanite Dart. *Ranged Spell Attack:* +8 to hit, range 60/240’, one target. *Hit:* 23 (4d8) lightning damage.

VALLEY WYVERN

Large dragon , unaligned

Armor Class 14 (natural armor)
Hit Points 68 (8d10+24)
Speed 30’, fly 60’

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	5 (-3)	12 (+1)	8 (-1)

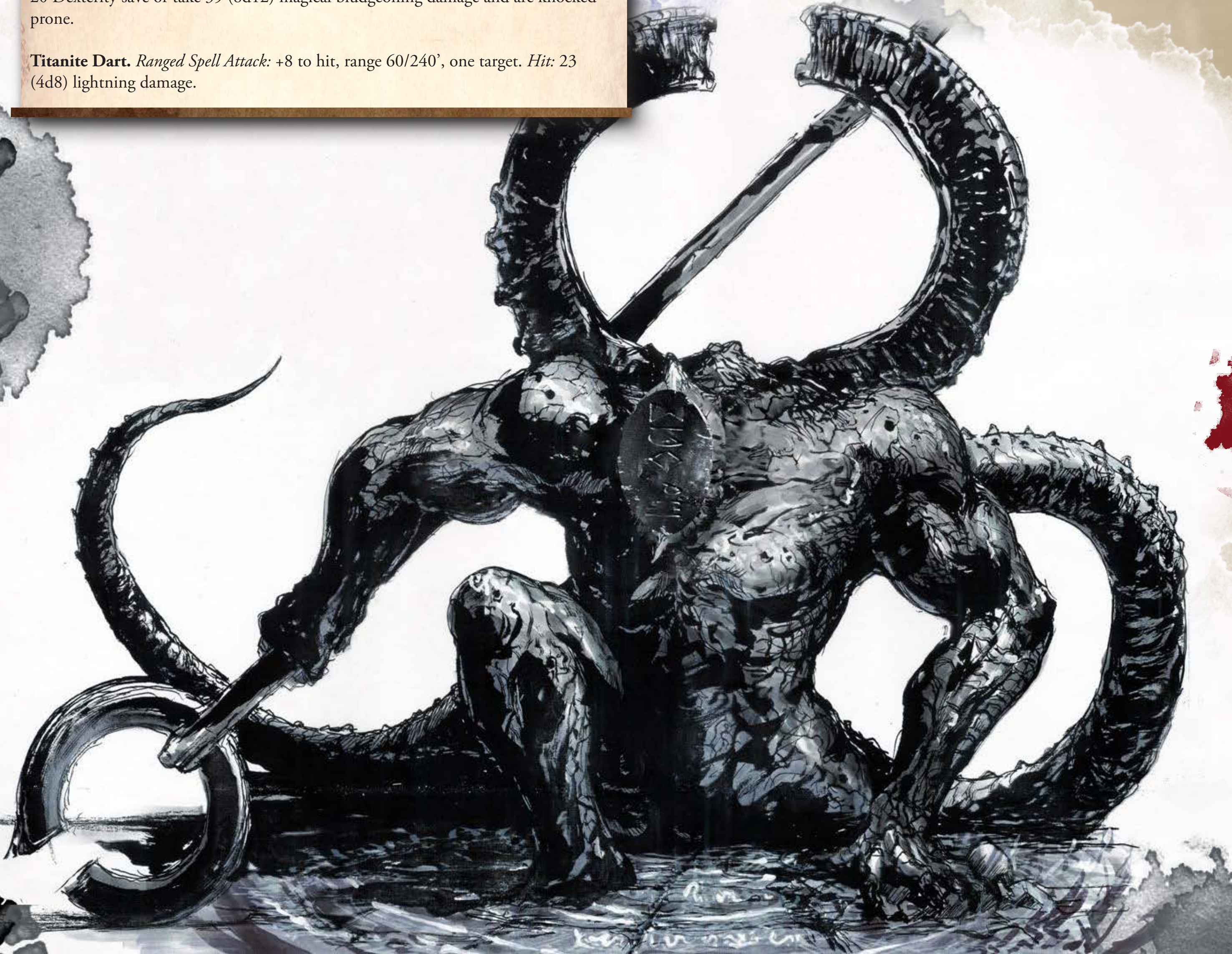
Skills Athletics +6, Intimidation +1, Perception +3
Damage Immunities lightning
Senses darkvision 60’ , passive Perception 13
Languages understands Draconic but cannot speak
Challenge 3 (700 XP)

Flyby. The wyvern does not provoke opportunity attacks when it flies out of any enemy’s reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5’, one target. *Hit:* 13 (2d8+4) piercing damage.

Lightning Breath (recharge 5-6). The wyvern exhales lightning in a 15’ cone in front of it. Creatures in that area make a DC 13 Dexterity save or take 22 (4d10) lightning damage, half on a successful save.



Rotting Dragon

Gargantuan undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 102 (12d10+36)
Speed 40’, climb 40’, fly 80’

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	6 (-2)	8 (-1)	6 (-2)

Saving Throws Str +7, Con +6, Wis +2, Cha +1
Skills Athletics +7, Perception +5, Intimidation +4
Damage Immunities poison
Damage Resistances necrotic
Condition Immunities blinded, charmed, exhausted, frightened, paralyzed, poisoned
Senses blindsight 30’, darkvision 120’, passive Perception 15
Languages understands Draconic but cannot speak
Challenge 8 (3900 XP)

Turn Immunity. The hollow is immune to effects that turn undead.

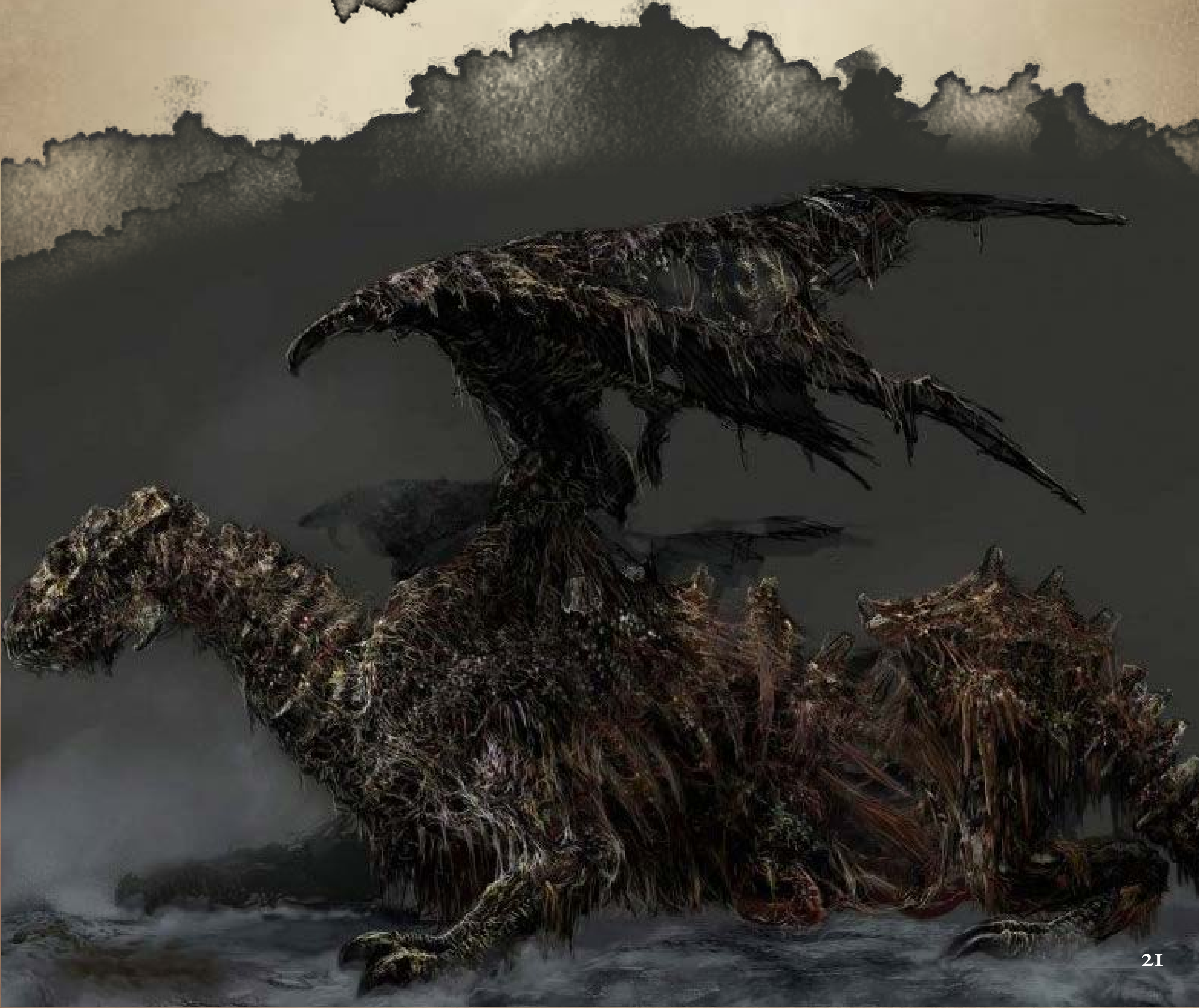
Actions

Multiattack. The dragon makes 3 attacks: 1 bite and 2 claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10’, one target. *Hit:* 11 (2d6+4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 15’, one target. *Hit:* 15 (2d10+4) piercing damage and 7 (2d6) poison damage

Rotting Breath (recharge 5-6). The dragon exhales poisonous slime along the ground in a 30’ cone in front of it, which lasts until the start of its next turn. Creatures entering that area or starting their turn in it make a DC 14 Constitution save or take 28 (8d6) poison damage, half on a successful save.



ARMORED BOAR

Large monstrosity, unaligned

Armor Class 18 (plate)
Hit Points 36 (4d10+14)
Speed 45'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Saving Throws Str +6, Con +5
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons
Condition Immunities exhausted, poisoned
Senses darkvision 60' , passive Perception 10
Languages -
Challenge 3 (700 XP)

Impervious Plate. If a creature makes a melee weapon attack with a nonmagical weapon against the boar, it must make a DC 13 Strength save or the attack automatically misses and the attacker's speed is reduced to 0 until the end of its turn.

Trampling Charge. If the boar moves at least 15' straight toward a Large or smaller creature and hits it with a gore attack, the target makes a DC 14 Strength save or is knocked prone, and the boar can make a hoof attack against the target as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 15 (2d12+4) piercing damage.

Hoof. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 13 (2d8+4) bludgeoning damage.

BALDER KNIGHT

Medium undead, neutral evil

Armor Class 18 (breastplate, shield)
Hit Points 45 (7d8+14)
Speed 35'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Saving Throws Str +4, Dex +5
Skills Sleight of Hand +5, Perception +1
Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60' , passive Perception 11
Languages Common
Challenge 2 (450 XP)

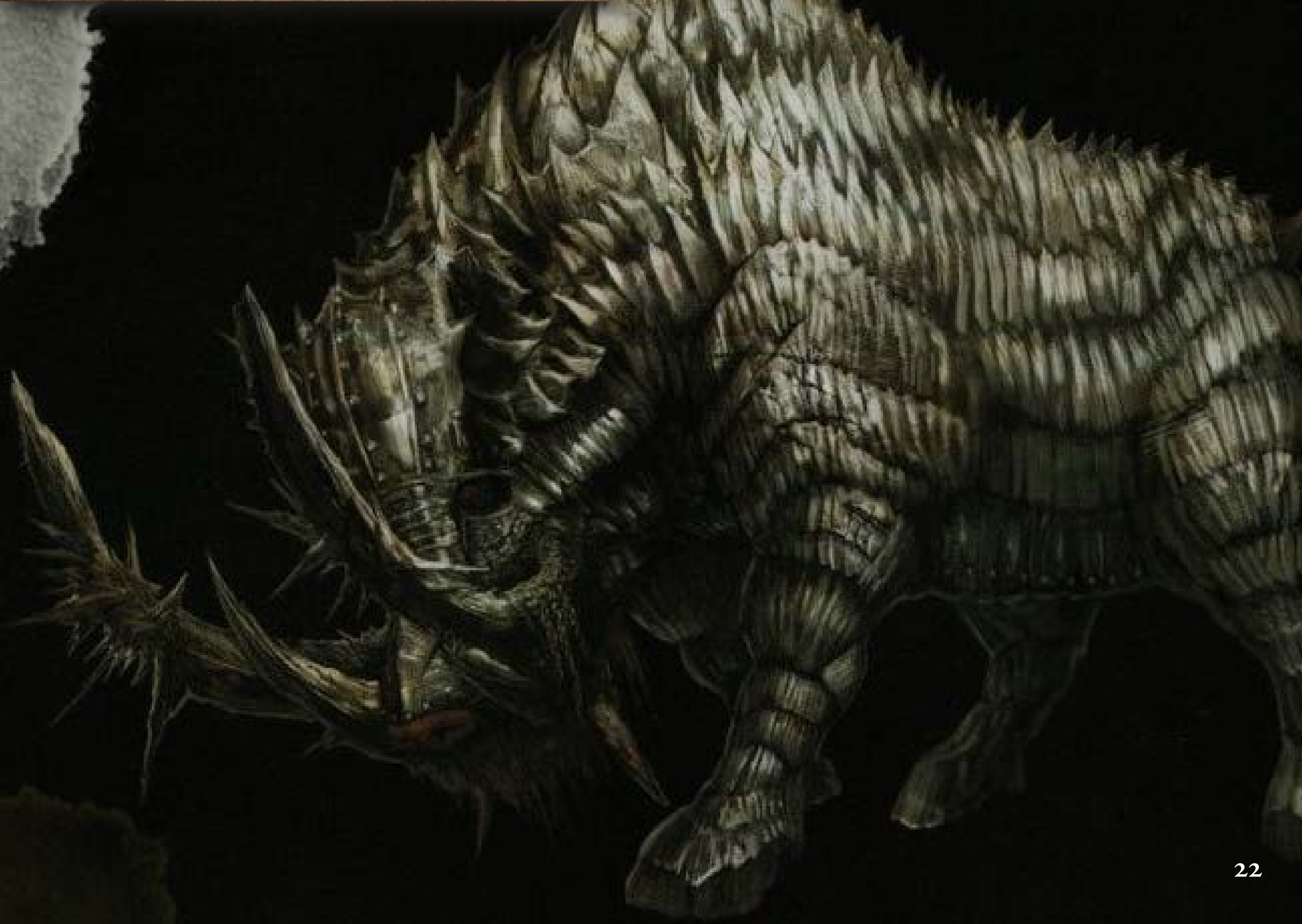
Turn Immunity. The hollow is immune to effects that turn undead.

ACTIONS

Straightsword. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 7 (1d8+3) piercing damage.

REACTIONS

Parry. In response to being hit with a melee weapon attack 5' away, the hollow makes a Sleight of Hand check against the incoming attack roll. If it succeeds, the attack misses and the hollow can make a melee weapon attack against the attacker, with advantage. On a hit, the hollow deals an additional 4 (1d8) damage and may still use another different reaction until the start of its next turn.



Berenike Knight

Large undead, neutral evil

Armor Class 21 (plate, greatshield)
Hit Points 38 (5d8+16)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	6 (-2)	8 (-1)	6 (-2)

Saving Throws Str +6, Con +4
Skills Athletics +6, Insight +1, Perception +1
Damage Resistances necrotic, poison
Senses darkvision 60' , passive Perception 11
Languages -
Challenge 3 (700 XP)

Turn Immunity. The knight is immune to effects that turn undead.

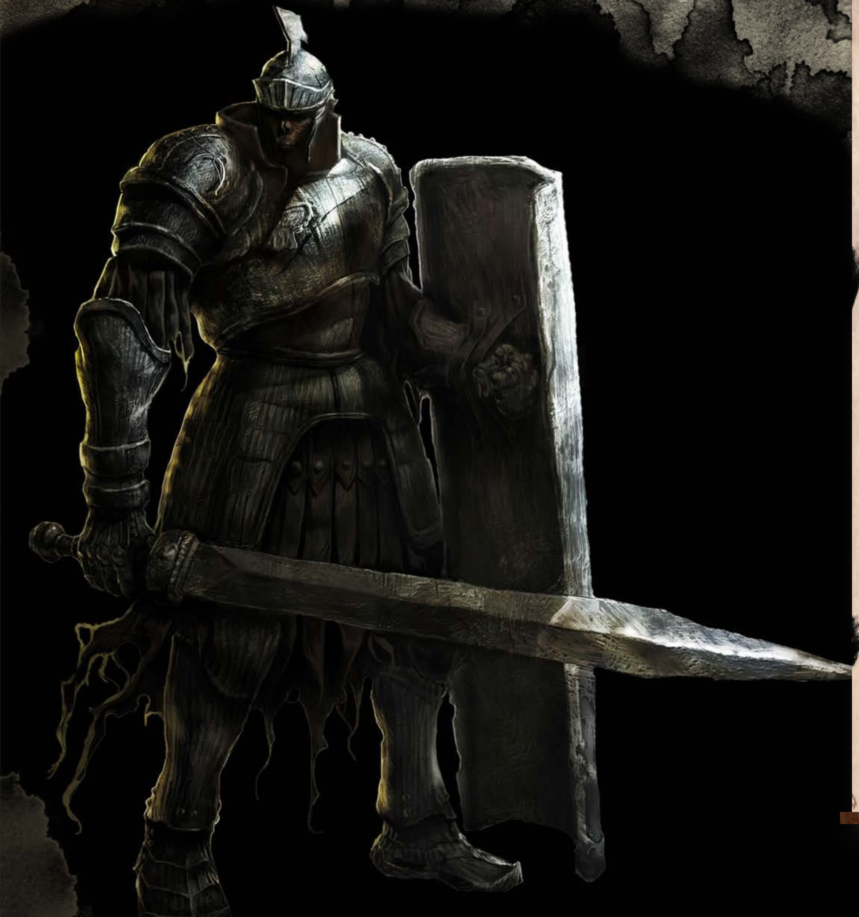
Actions

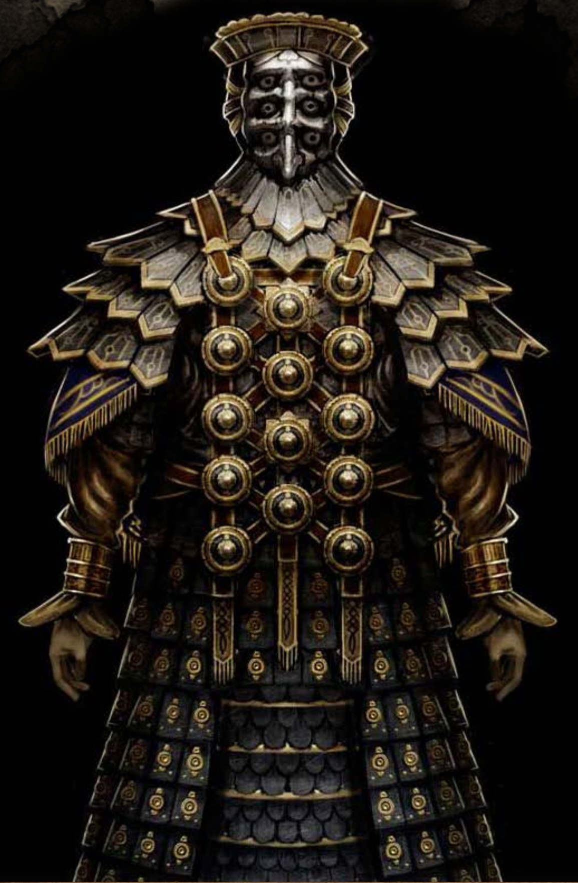
Multiattack. The knight makes 2 attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 13 (2d8+4) slashing damage.

Reactions

Heavy Block. If forced to make a Dexterity save for which a success halves damage taken, the knight can use its reaction to take no damage on a successful save.





Channeler

Large aberration, lawful evil

Armor Class 17 (metal splint)
Hit Points 84 (13d10+13)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	20 (+5)	16 (+3)	12 (+1)

Saving Throws Int +8, Wis +5
Skills Arcana +8, History +8, Investigation +8, Perception +6
Damage Resistances force
Senses darkvision 60' , passive Perception 16
Languages Draconic, Common, Deep Speech, Celestial
Challenge 7 (2900 XP)

Magic Resistance. The channeler has advantage on saves against spells and other magical effects.

Spellcasting. The channeler is an 8th-level spellcaster. Its spellcasting ability is Intelligence (save DC 16, +8 to spell attacks). It has the following wizard spells prepared:

Cantrips: *soul arrow, light, mage hand, prestidigitation*
1st level (4 slots): *heavy magic arrow, alarm, detect magic, magic missile*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (2 slots): *banishment, dimension door*

Actions

Trident. *Melee Weapon Attack:* +5 to hit, reach 10', one target. *Hit:* 8 (1d6+5) piercing damage or 9 (1d8+5) piercing damage with two hands.

War Dance. The channeler raises its trident and performs a short dance until the end of its next turn. It must concentrate on this dance as if it were a spell. If it completes the dance before concentration ends, it and allies within 120' maximize damage rolls for 1 minute.

Teleport. The channeler teleports, along with any equipment its carrying up to 120' to an unoccupied space.

Belltower Gargoyle

Large elemental, lawful neutral

Armor Class 15 (natural armor)
Hit Points 76 (9d10+27)
Speed 30', fly 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Damage Immunities poison
Damage Resistances fire, bludgeoning, piercing and slashing damage
Condition Immunities exhausted, petrified, poisoned
Senses darkvision 60', passive Perception 11
Languages Celestial
Challenge 4 (3900 XP)

False Appearance. While motionless, the gargoyle is indistinguishable from an inanimate statue.

Actions

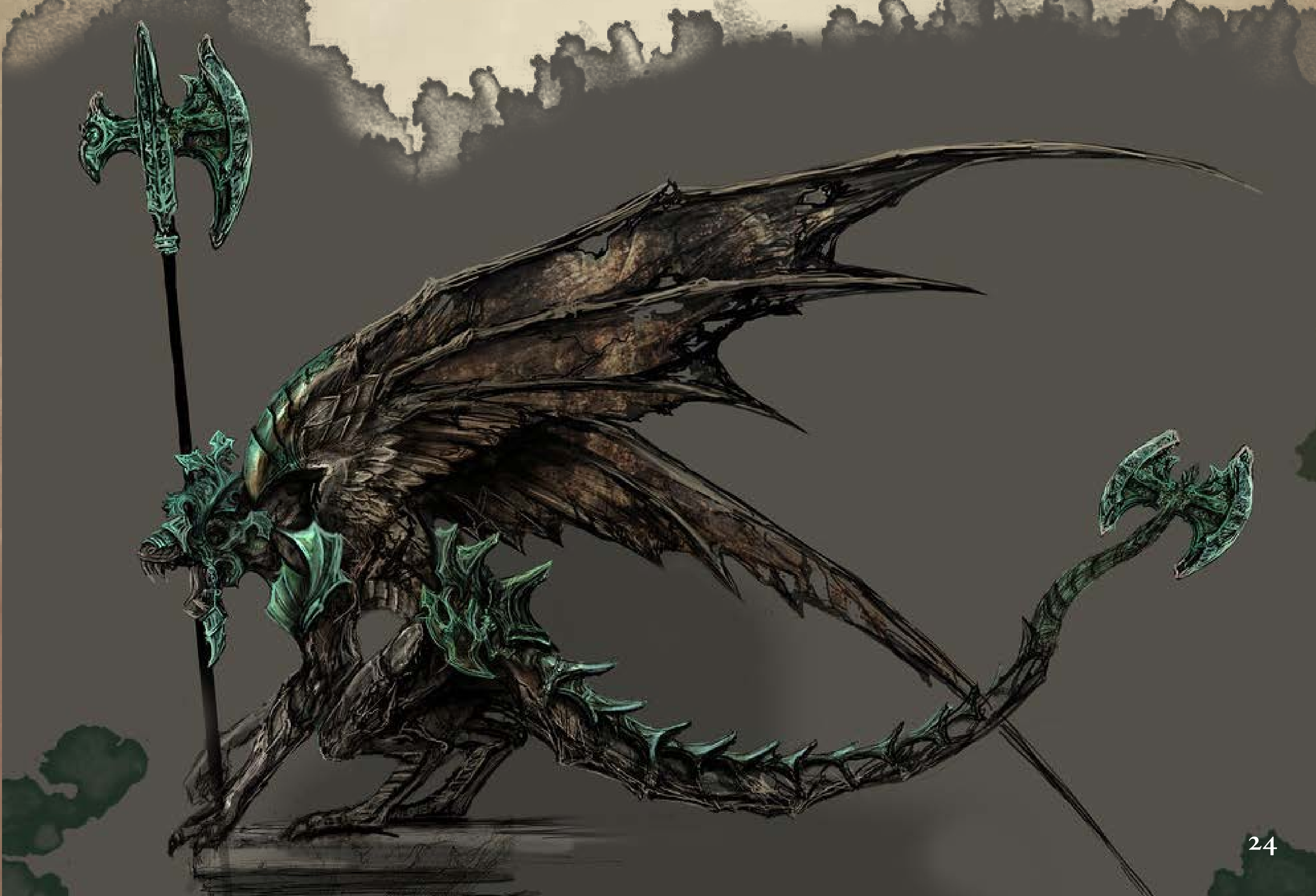
Multiattack. The gargoyle makes 3 weapon attacks.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10', one target. *Hit:* 8 (1d10+3) slashing damage.

Tail Axe. *Melee Weapon Attack:* +5 to hit, reach 10', one target. *Hit:* 9 (1d12+3) slashing damage.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5', one Large or smaller creature. *Hit:* 8 (2d4+3) bludgeoning damage and the target makes a DC 13 Strength save or is knocked prone.

Fire Breath (recharge 5-6). The gargoyle exhales fire in a 15' cone. Creatures in that area make a DC 13 Dexterity save or take 24 (7d6) fire damage, half on a successful save.



CAPRA DEMON

Large fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 85 (10d10+30)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	8 (-1)

Saving Throws Dex +5, Con +6
Skills Acrobatics +5, Animal Handling +5, Athletics +7, Perception +5
Damage Resistances fire
Damage Immunities lightning
Senses darkvision 120' , passive Perception 12
Languages Abyssal
Challenge 5 (1800 XP)

Reckless. The demon can choose to gain advantage on all melee weapon attacks this turn, but all incoming attacks also gain advantage until the start of its next turn.

Innate Spellcasting. The demon's innate spellcasting ability is Wisdom (save DC 13, +5 to spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance, animal friendship, speak with animals*
3/day: *beast bond* XGtE
1/day: *dominate beast*

ACTIONS

Multiattack. The demon makes 3 weapon attacks.

Machete. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 11 (2d6+4) slashing damage.

UNDEAD ATTACK DOG

Small beast, unaligned

Armor Class 13
Hit Points 85 (10d10+30)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	4 (-3)	8 (-1)	6 (-2)

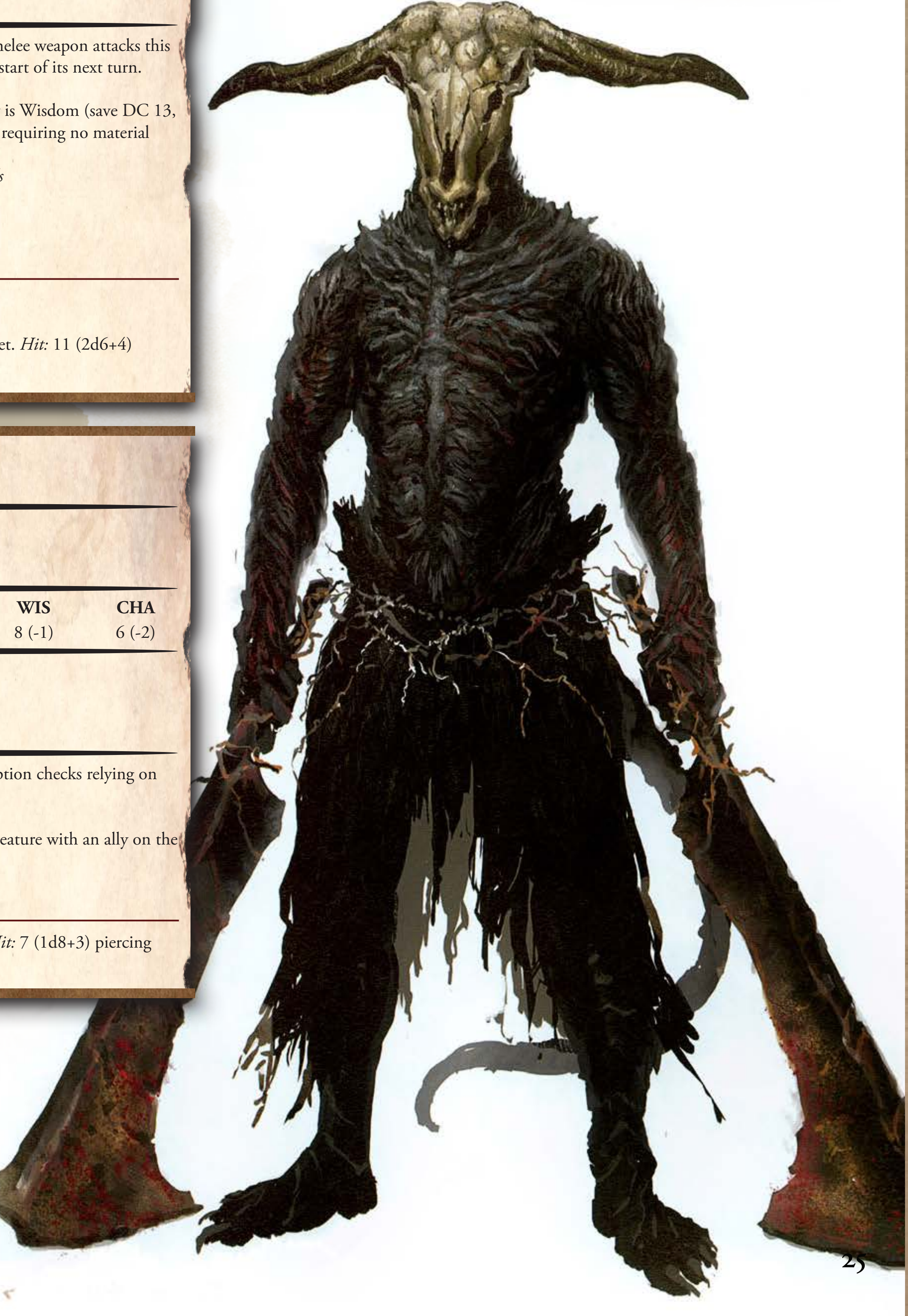
Skills Acrobatics +5, Stealth +5, Perception +1
Senses darkvision 60' , passive Perception 11
Languages -
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The dog has advantage on Perception checks relying on hearing or smell.

Pack Tactics. The dog had advantage on attacks against a creature with an ally on the dog within 5' that's not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 7 (1d8+3) piercing damage.



TREE BLIGHT

Large plant, unaligned

Armor Class 14 (natural armor)
Hit Points 85 (5d10)
Speed 30’

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	4 (-3)	8 (-1)	3 (-4)

Damage Immunities poison
Damage Vulnerabilities fire
Condition Immunities blinded, deafened, poisoned
Senses blindsight 60’ , passive Perception 9
~~**Languages**~~
Challenge 1 (300 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a shrub.

ACTIONS

Multiattack. The blight makes 2 attacks.

Vine Whip. *Melee Weapon Attack:* +4 to hit, reach 15’, one target. *Hit:* 5 (1d6+2) slashing damage.

Devour. *Melee Weapon Attack:* +3 to hit, reach 5’, one target. *Hit:* 4 (1d6+1) piercing damage and the creature is grappled (escape DC 11) and the blight cannot attack another creature. A creature that starts its turn grappled this way takes 21 (6d6) poison damage.

FROG-RAY

Medium beast, unaligned

Armor Class 11
Hit Points 18 (6d8-9)
Speed 30’

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	9 (-1)	2 (-4)	8 (-1)	3 (-4)

Senses passive Perception 9
Languages -
Challenge 1 (200 XP)

Amphibious. The frog-ray can breathe in air and water.

Standing Leap. The frog-ray’s long jump is 20’ and its high jump is 10’, with or without a running start.

ACTIONS

Tongue Lash. *Melee Weapon Attack:* +2 to hit, reach 15’, one target. *Hit:* 3 (1d6) bludgeoning damage.

Tongue Swipe. The frog-ray lashes its tongue in a 15’ cone. Creatures in that area make a DC 11 Dexterity save or take 3 (1d6) bludgeoning damage.

TWINHEADED LIZARD

Small beast, unaligned

Armor Class 12
Hit Points 22 (5d6+5)
Speed 30’

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	4 (-3)	12 (+1)	2 (-4)

Senses blindsight 10’, passive Perception 11
Languages -
Challenge 1/2 (100 XP)

Forest Camouflage. The lizard has advantage on Stealth checks in forest terrain or on trees.

Two Heads. The lizard has advantage on Perception checks and saves against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The lizard makes 2 bite attacks, one with each head.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5’, one target. *Hit:* 5 (1d6+2) piercing damage and 3 (1d6) poison damage. The target must then make a DC 11 Constitution save or become poisoned for 1 minute.

Mushroom Parent

Medium plant, unaligned

Armor Class 15 (natural armor)
Hit Points 120 (16d8+48)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	7 (-2)	13 (+1)	7 (-2)

Damage Vulnerabilities fire
Senses tremorsense 120', passive Perception 11
Languages Druidic
Challenge 6 (2300 XP)

Actions

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 25 (6d6+4) bludgeoning damage and the target makes a DC 15 Strength save or is knocked back 15', prone.

Mushroom Child

Small plant, unaligned

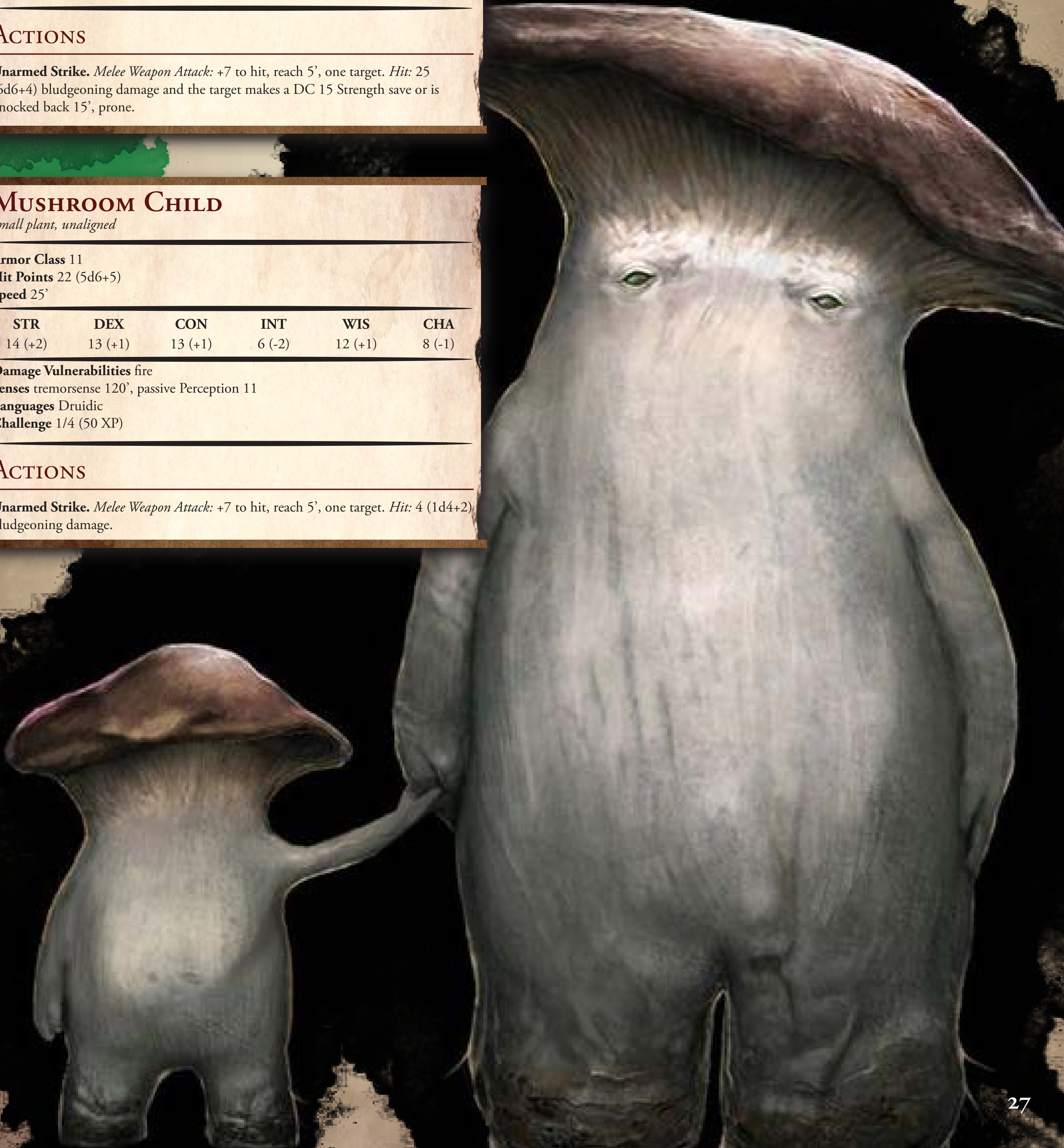
Armor Class 11
Hit Points 22 (5d6+5)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

Damage Vulnerabilities fire
Senses tremorsense 120', passive Perception 11
Languages Druidic
Challenge 1/4 (50 XP)

Actions

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 4 (1d4+2) bludgeoning damage.



Stone Knight

Huge construct, unaligned

Armor Class 17 (natural armor)
Hit Points 66 (7d10+28)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	4 (-3)	12 (+1)	3 (-4)

Damage Immunities poison, psychic
Damage Vulnerabilities bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, exhausted, frightened, paralyed, patrified poisoned
Senses passive Perception 11
Languages understands Druidic but cannot speak
Challenge 4 (1100 XP)

Immutable Form. The knight is immune to any spell or effect that would alter its form.

Actions

Multiattack. The knight makes 2 weapon attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 13 (2d6+6) magical slashing damage.

Circle of Tranquility. The knight raises its sword and generates a radiant circle with a radius of 15' centered on itself for 1 minute. Enemies in this circle have their speed halved, cannot use reactions, and incoming attacks on them have advantage.

Crystal Lizard

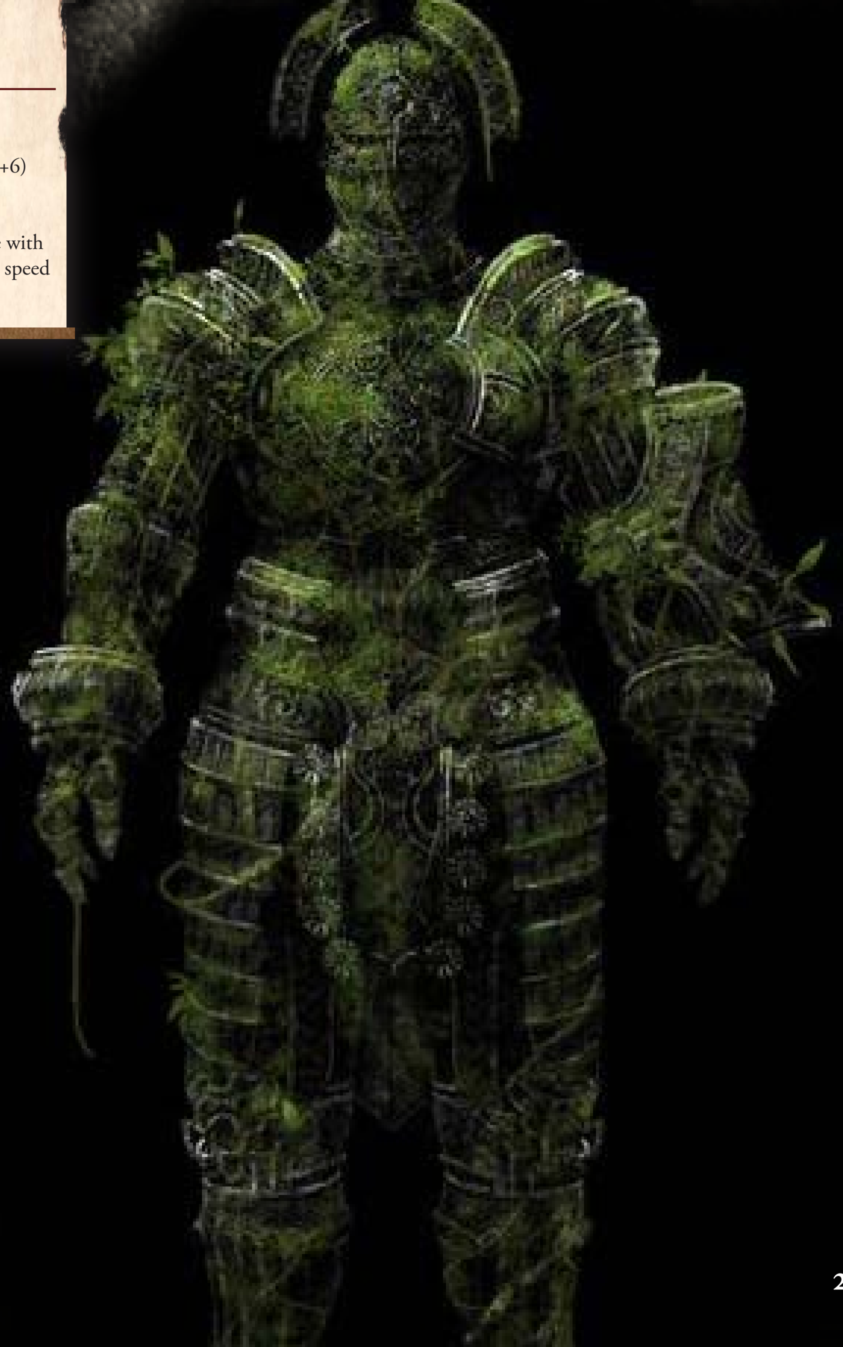
Tiny aberration, unaligned

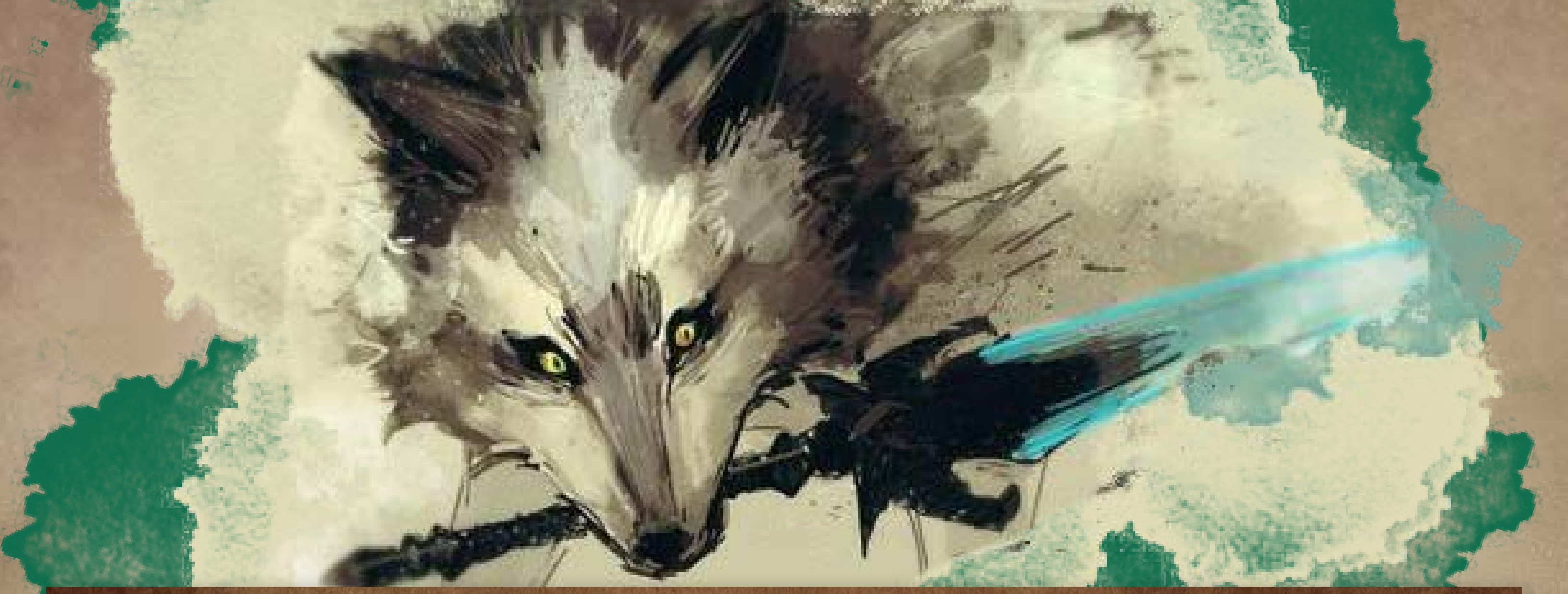
Armor Class 11
Hit Points 25 (10d4)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	2 (-4)	5 (-3)	2 (-4)

Damage Resistances slashing, force
Senses blindsight 30' (blind beyond), passive Perception 7
Languages -
Challenge 0 (0 XP)

Fading. Once it sees a creature, the lizard begins to fade from existence. At the end of its next turn, it will finish fading, leaving the current plane of existence.





Great Grey Wolf Sif

Huge beast, lawful good

Armor Class 15 (natural armor)
Hit Points 210 (28d10+56)
Speed 40’

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	15 (+1)	8 (-1)	13 (+1)	11 (+0)

Saving Throws Dex +7, Wis +5
Skills Acrobatics +7, Athletics +9, Insight +5, Perception +5, Stealth +7
Damage Resistances cold, radiant
Senses darkvision 60’, passive Perception 15
Languages -
Challenge 11 (7200 XP)

Keen Hearing and Smell. Sif has advantage on Perception checks relying on hearing or smell.

Pack Tactics. Sif has advantage on attacks when there is an ally within 5’ of the target.

Actions

Multiattack. Sif makes 2 greatsword attacks.

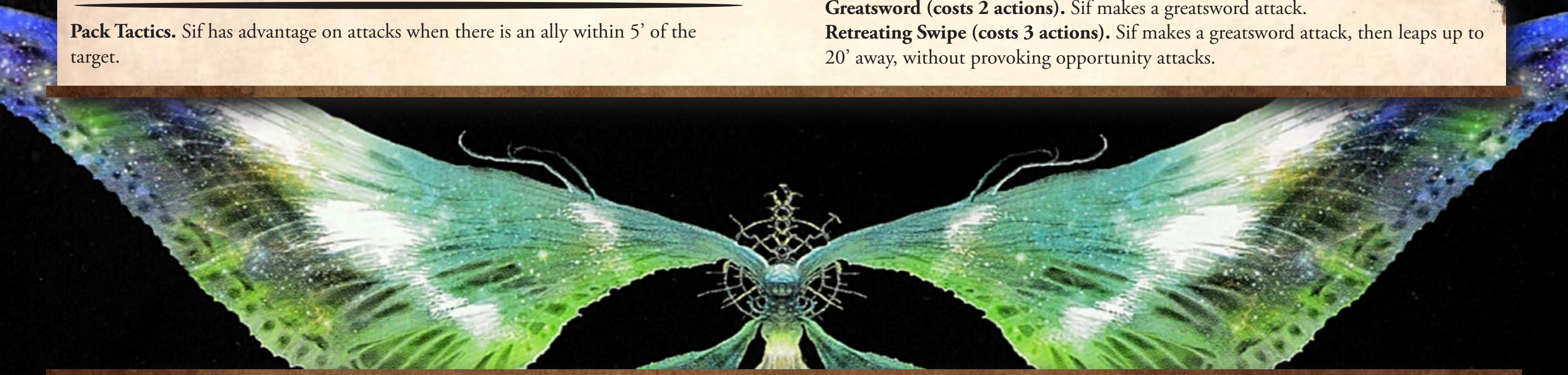
Greatsword. *Melee Weapon Attack:* +9 to hit, reach 15’, one target. *Hit:* 19 (4d6+5) slashing damage and 7 (2d6) radiant damage.

Hurricane Strike (recharge 4-6). Sif stops and swings his greatsword covering a 15’ radius circle about him. Creatures in that area make a DC 17 Dexterity save or take 35 (10d6) slashing damage and 14 (4d6) radiant damage, half on a successful save.

Legendary Actions

Sif can take 3 legendary actions, used after another creature’s turn in initiative. Sif regains all legendary actions at the start of her turn

Detect. Sif makes a Perception check.
Greatsword (costs 2 actions). Sif makes a greatsword attack.
Retreating Swipe (costs 3 actions). Sif makes a greatsword attack, then leaps up to 20’ away, without provoking opportunity attacks.



Moonlight Butterfly

Large construct, lawful neutral

Armor Class 18 (natural armor)
Hit Points 76 (12d10+12)
Speed 0’, fly 30’

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	18 (+4)	13 (+1)	11 (+0)

Saving Throws Int +7, Wis +4
Damage Immunities force, poison
Damage Resistances fire, radiant, bludgeoning, piercing and slashing damage
Damage Vulnerabilities lightning
Condition Immunities blinded, deafened, exhausted, petrified, poisoned
Senses blindsight 120’, passive Perception 11
Languages understands Draconic but cannot speak
Challenge 6 (2300 XP)

Magic Resistance. The butterfly has advantage on saves against spells and other magical effects.

Actions

Multiattack. The butterfly makes 6 moonlight dart attacks.

Moonlight Dart. *Ranged Spell Attack:* +7 to hit, range 30/120’, one target. *Hit:* 7 (1d6+4) radiant damage.

Moonlight Orb. *Ranged Spell Attack:* +7 to hit, range 20/60’, one target. *Hit:* 11 (2d6+4) force damage. The orb them explodes in a 10’ sphere. Creatures in that sphere makes a DC 15 Dexterity save or take 14 (4d6) force damage, half on a successful save.

Moonlight Beam (recharge 6). The butterfly sweeps a beam of magical energy in a 60’ flat cone. Creatures in that area make a DC 15 Dexterity save or take 26 (4d12) force damage.

Drakeblood Hydra

Gargantuan dragon, unaligned

Armor Class 14 (natural armor)
Hit Points 159 (11d20+44)
Speed 30’, swim 30’

STR	DEX	CON	INT	WIS	CHA
23 (+7)	11 (+0)	18 (+4)	4 (-3)	13 (+1)	7 (-2)

Saving Throws Str +11, Con +8
Damage Resistances fire
Senses passive Perception 11
Languages -
Challenge 9 (5000 XP)

Amphibious. The hydra can breath in air and water.

Multiheaded. The hydra has 7 heads. While it has more than one, it has advantage on saves against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Whenever it takes 30 or more damage in a single turn, one of its heads is cut off. If it loses all heads, it dies.

Reactive Heads. The hydra has an additional reaction for each of its additional heads.

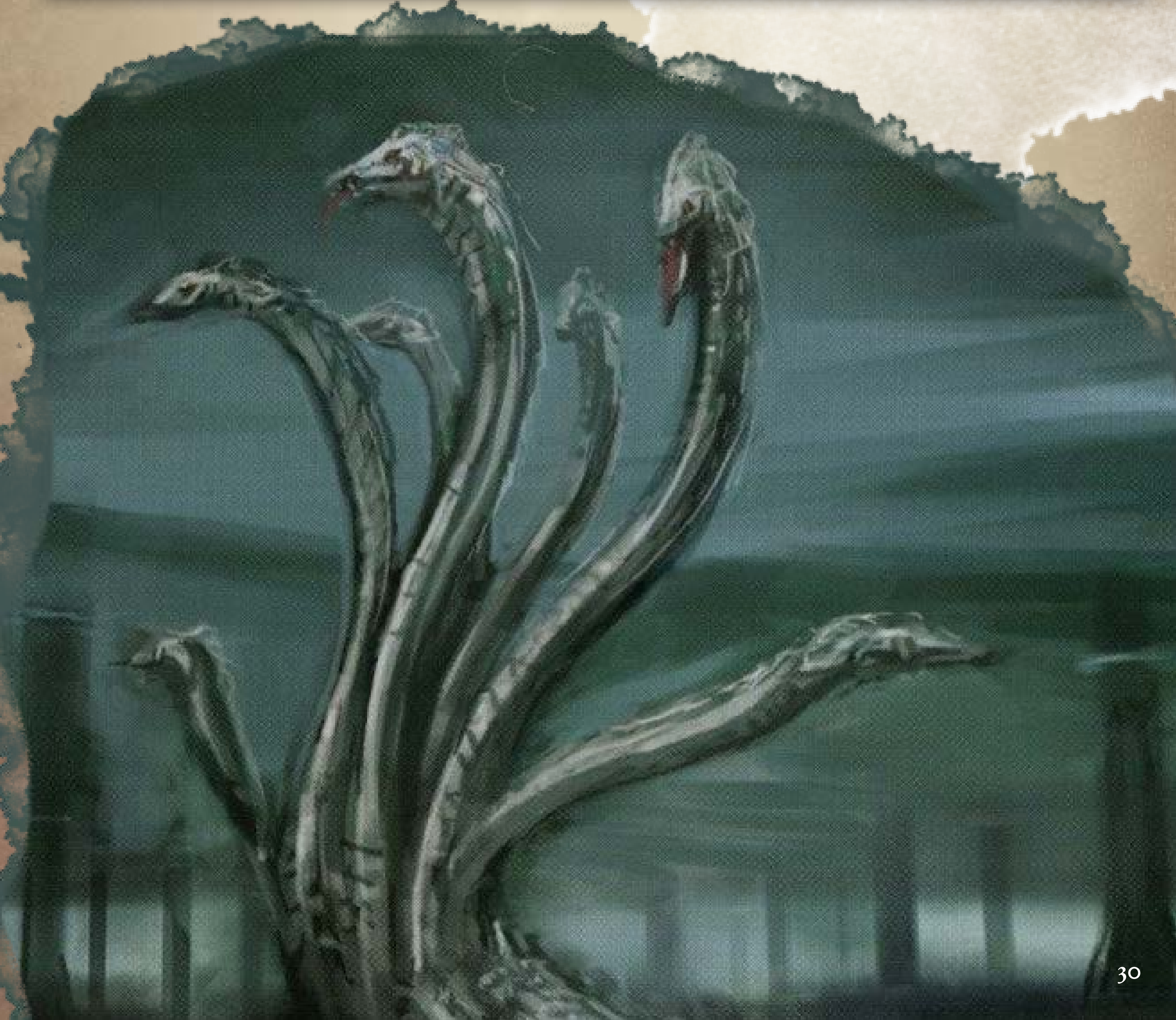
Actions

Multiattack. The hydra makes one attack for each of its heads, all making the same attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 20’, one target. *Hit:* 11 (1d8+7) bludgeoning damage.

Spit. *Ranged Weapon Attack:* +4 to hit, range 60/240’, one target. *Hit:* 7 (2d6) bludgeoning damage. This attack is made with disadvantage against targets within 20’.

Flying Jaunt (recharge 6). The hydra flies 60’ and takes the multiattack action using spit attacks. It then falls, taking falling damage if it lands on solid ground.



Sewer Rat

Small beast, unaligned

Armor Class 12
Hit Points 13 (3d6+3)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	2 (-4)	8 (-1)	3 (-4)

Senses darkvision 60', passive Perception 9
Languages -
Challenge 1/4 (50 XP)

Keen Smell. The rat has advantage on Perception checks relying on smell.

Pack Tactics. The rat has advantage on attacks when there is an ally within 5' of the target.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5', one target. *Hit:* 3 (1d4+1) piercing damage and 2 (1d4) poison damage.

Leaping Bite. The rat leaps 15' toward a target, without provoking opportunity attacks, then makes a bite attack. If the attack hits, the target makes a DC 11 Constitution save or is poisoned for 1 minute.

Death Basilisk

Medium monstrosity, unaligned

Armor Class 13
Hit Points 36 (8d8)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	13 (+1)	12 (+1)	7 (-2)

Senses darkvision 60', passive Perception 11
Languages -
Challenge 1/2 (100 XP)

Standing Leap. The basilisk's long jump is 15' and its high jump is 10', with or without a running start.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Petrifying Breath. The basilisk exhales dark smoke in a 15' cone, which lasts until the end of its next turn. Creatures in this smoke make a DC 10 Constitution save. A creature failing this save begins to turn to stone and becomes restrained. If it fails again while restrained, it is petrified until freed with *greater restoration* or similar magic.

Sewer Slime

Small ooze, unaligned

Armor Class 8
Hit Points 27 (5d8+5)
Speed 10', climb 10'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	13 (+1)	2 (-4)	5 (-3)	1 (-5)

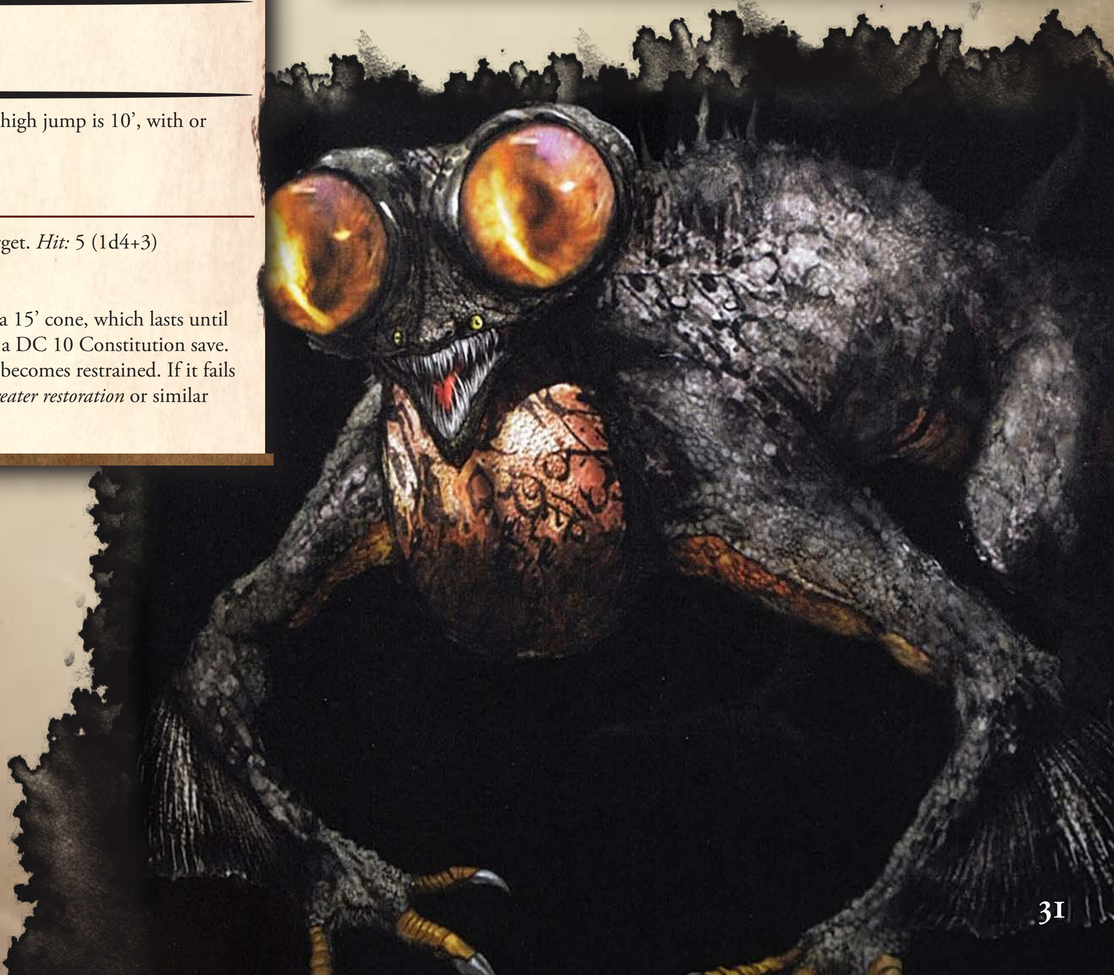
Damage Immunities slashing, poison
Damage Resistances acid, bludgeoning, piercing
Damage Vulnerability fire
Condition Immunities blinded, deafened, exhausted, frightened, poised, prone
Senses blindsight 30' (blind beyond), passive Perception 7
Languages -
Challenge 1/2 (100 XP)

Spider Climb. The slime can climb difficult surfaces, including upside down, without making an ability check or save.

Actions

Spine. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 5 (1d4+3) piercing damage.

Grab. The slime attempts to grapple (escape DC 13) a Medium or smaller creature 5' away from it. On a success, the target is restrained and blinded as the slime engulfs it. A creature starting its turn restrained this way takes 14 (4d6) acid damage.



Gaping Dragon

Gargantuan dragon, neutral evil

Armor Class 18 (natural armor)
Hit Points 132 (8d20+48)
Speed 40’, fly 10’

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	23 (+6)	8 (-1)	14 (+2)	13 (+1)

Saving Throws Str +10, Con +10, Wis +5
Skills Athletics +10, Perception +5
Damage Immunities poison
Damage Resistances fire
Damage Vulnerabilities lightning
Condition Immunities exhausted, petrified, poisoned
Senses darkvision 120’, passive Perception 15
Languages Draconic
Challenge 7 (2900 XP)

Actions

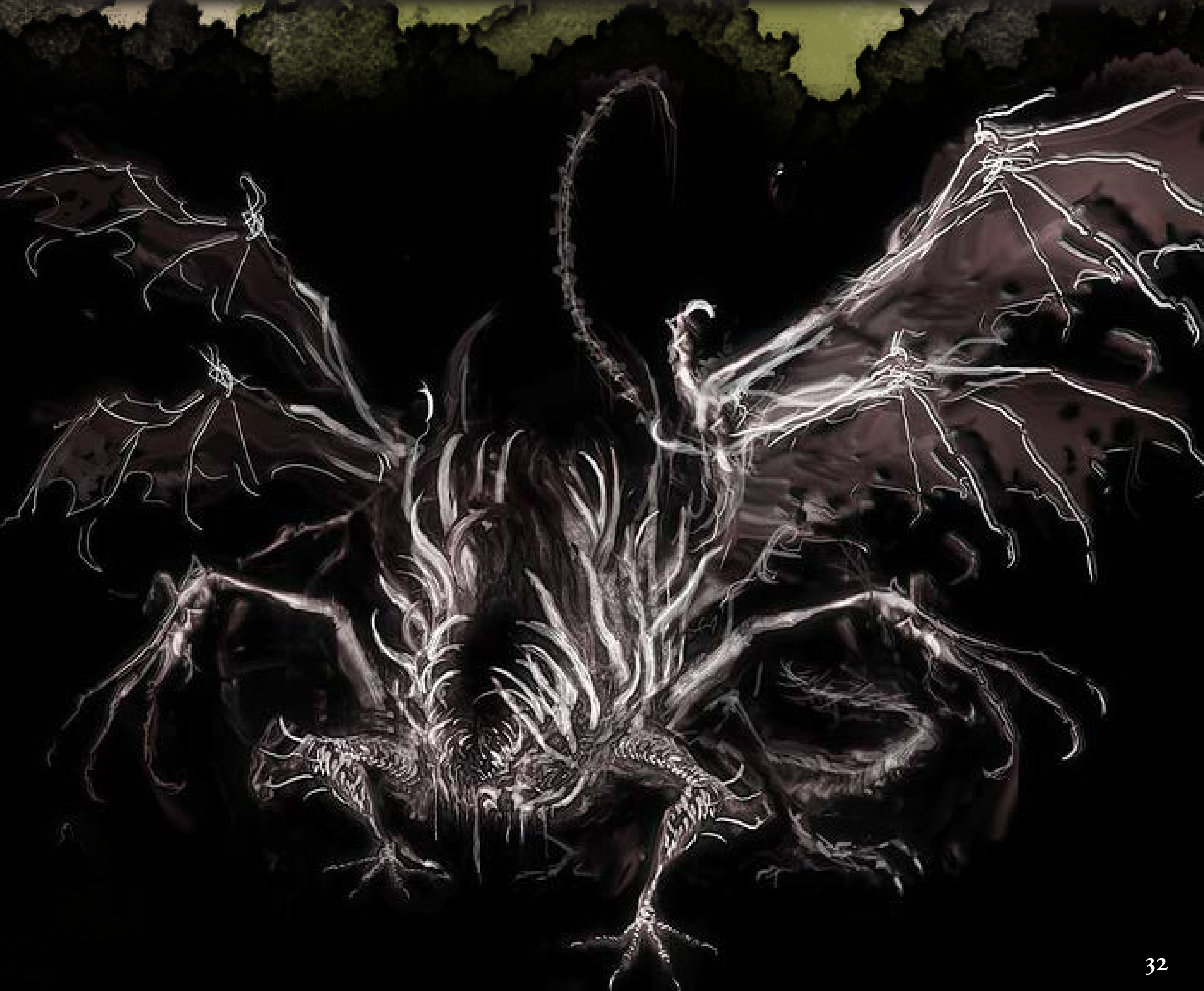
Multiattack. The dragon makes 3 attacks: two claws and one tail attack targetting a different creature.

Claw. *Melee Weapon Attack:* +10 to hit, reach 15’, one target. *Hit:* 14 (2d6+7) slashing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 25’, one target. *Hit:* 18 (2d10+7) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 17 Strength save or is knocked 15’ backward, prone.

Slamming Bite (recharge 4-6). The dragon rears its torso upward, then crashes it down, covering a 25’ cone in front of it. Creatures in that area make a DC 12 Dexterity save or take 52 (15d6) piercing damage and are knocked 15’ backward, prone.

Corrosive Vomit (recharge 6). The dragon regurgitates corrosive muck along the ground, covering a 20’ circle around in, then extending to 40’ at the start of the dragon’s next turn. Creatures starting their turn in this circle or entering it take 49 (11d8) acid damage and have their speed halved.



INFESTED HOLLOW

Medium undead, chaotic evil

Armor Class 11
Hit Points 39 (6d8+12)
Speed 35’

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60’, passive Perception 9
Languages understands Common but cannot speak
Challenge 1 (200 XP)

Turn Immunity. The hollow is immune to effects that turn undead.

ACTIONS

Sword. *Melee Weapon Attack:* +2 to hit, reach 5’, one target. *Hit:* 4 (1d8) slashing damage.

Leaping Slash. The hollow leaps 15’ toward a target and makes a weapon attack.

Leaping Grab. If the hollow hasn’t moved this turn, it leaps up to 10’ toward a target and attempts to grapple it (escape DC 11). While a creature is grappled this way, the hollow cannot move or attack another creature, but it can use its bonus actions or actions to bite the grappled creature, dealing 7 (2d6) piercing damage.

UNDEAD FLAMING DOG

Small beast, chaotic evil

Armor Class 15 (natural armor)
Hit Points 22 (4d6+8)
Speed 45’

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	4 (-3)	8 (+1)	6 (-2)

Skills Perception +1, Stealth +5
Senses darkvision 60’, passive Perception 11
Languages -
Challenge 1 (200 XP)

Keen Hearing and Smell. The dog has advantage on Perception checks reling on hearing or smell.

Pack Tactics. The dog has advantage on attacks against a creature with an ally of the dog within 5’

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5’, one target. *Hit:* 7 (1d8+3) piercing damage.

Fire Breath (recharge 4-6). The dog breathes fire in a 15’ cone. Creatures in that area make a DC 12 Dexterity save or take 14 (4d6) fire damage, half on a successful save.

INFESTED HOLLOW SHAMAN

Medium undead, chaotic evil

Armor Class 11
Hit Points 39 (6d8+12)
Speed 35’

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Medicine +2, Perception +2
Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60’, passive Perception 12
Languages understands Common but cannot speak
Challenge 1 (200 XP)

Turn Immunity. The hollow is immune to effects that turn undead.

ACTIONS

Corpse. *Melee Weapon Attack:* +3 to hit, reach 5’, one target. *Hit:* 8 (2d6+1) bludgeoning damage.

Leaping Slash. The hollow leaps 15’ toward a target and makes a weapon attack.

Leaping Grab. If the hollow hasn’t moved this turn, it leaps up to 10’ toward a target and attempts to grapple it (escape DC 11). While a creature is grappled this way, the hollow cannot move or attack another creature, but it can use its bonus actions or actions to bite the grappled creature, dealing 7 (2d6) piercing damage.

INFESTED BARBARIAN

Large undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 68 (8d10+24)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60', passive Perception 10
Languages understands Common but cannot speak
Challenge 3 (700 XP)

Turn Immunity. The barbarian is immune to effects that turn undead.

ACTIONS

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 10', one target. *Hit:* 12 (2d8+3) bludgeoning damage and 9 (2d8) poison damage.

Leaping Attack. The barbarian leaps 15' toward a target and makes a weapon attack.

INFESTED BARBARIAN MINER

Large undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 68 (8d10+24)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

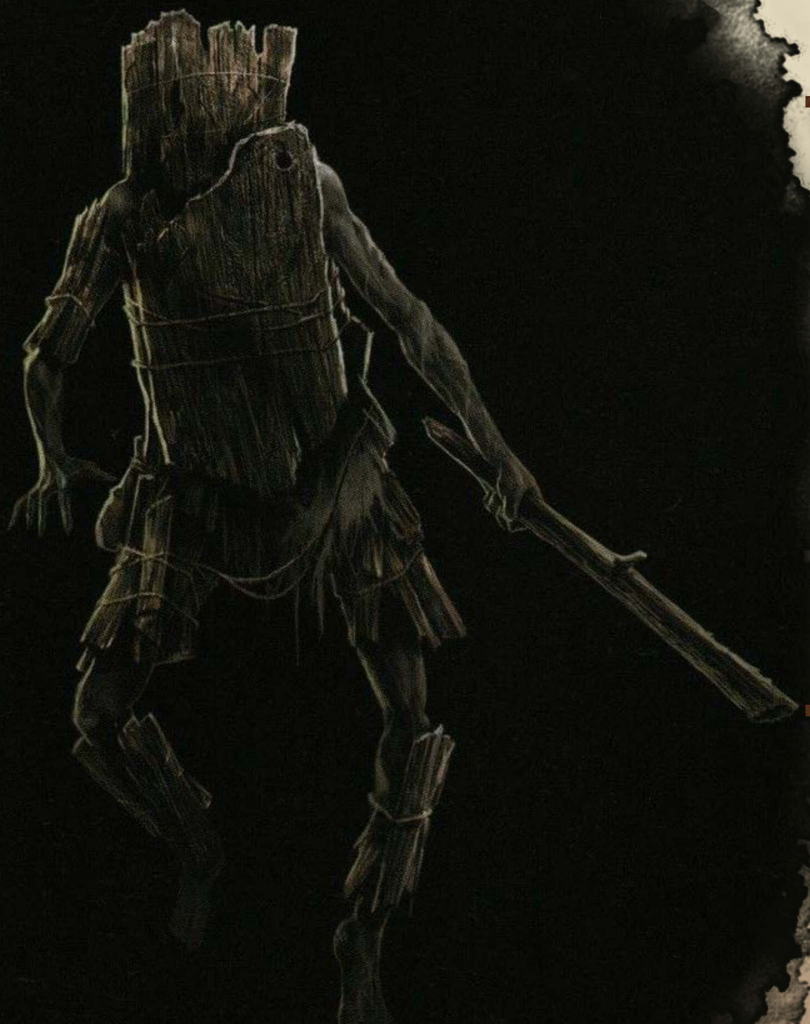
Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60', passive Perception 10
Languages understands Common but cannot speak
Challenge 3 (700 XP)

Turn Immunity. The barbarian is immune to effects that turn undead.

ACTIONS

Boulder. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5' or range 60/240', one target. *Hit:* 21 (4d8+3) bludgeoning damage..

Trample. If the barbarian hasn't moved this turn, he slams his boulder in front on it and rolls it 25'. Medium or smaller creatures in this path make a DC 13 Strength save or take 13 (3d8) bludgeoning damage.



BLOWDART SNIPER

Medium undead, neutral evil

Armor Class 13
Hit Points 26 (4d8+8)
Speed 35'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60', passive Perception 9
Languages understands Common but cannot speak
Challenge 1/2 (100 XP)

Turn Immunity. The barbarian is immune to effects that turn undead.

ACTIONS

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 100/400', one creature. *Hit:* 18 (6d4+3) poison damage, then the target makes a DC 13 Constitution save or becomes poisoned for 1 hour.

WALL PARASITE

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 63 (6d12+24)
Speed 5', climb 10'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	19 (+4)	2 (-4)	5 (-3)	3 (-4)

Damage Immunities poison
Damage Resistances fire
Condition Immunities blinded, exhausted, grappled, poisoned
Senses passive Perception 7
Languages understands Abysal but cannot speak
Challenge 2 (450 XP)

Poison Absorption. Whenever the parasite is subjected to poison damage, it takes no damage and instead regains hit points equal to the damage dealt and does not need to eat or drink for the same number of hours.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 10', one target. *Hit:* 15 (2d12+2) slashing damage.

BLIGHT LEECH

Small monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 18 (4d6+4)
Speed 20', climb 20'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	3 (-4)	6 (-2)	4 (-3)

Damage Immunities poison
Damage Vulnerabilities fire
Condition Immunities blinded, grappled, poisoned
Senses blindsight 30', passive Perception 8
Languages -
Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5', one target. *Hit:* 4 (1d6+1) piercing damage and the target loses maximum hit points equal to the damage dealt until it finishes a long rest.

Blood Spit. *Ranged Weapon Attack:* +3 to hit, range 10/30', one creature. *Hit:* 11 (4d4+1) poison damage.

CRAGSPIDER

Small fiend, chaotic evil

Armor Class 12 (natural armor)
Hit Points 26 (4d6+12)
Speed 15', climb 15', fly 15

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	17 (+3)	7 (-3)	8 (-2)	5 (-4)

Damage Immunities fire, poison
Condition Immunities blinded, charmed, grappled, poisoned
Senses blindsight 30', passive Perception 9
Languages understands Abysal but cannot speak
Challenge 1/2 (100 XP)

ACTIONS

Flame Whip. *Melee Weapon Attack:* +3 to hit, reach 10', one target. *Hit:* 8 (2d6+1) fire damage.

BLIGHT MOSQUITO

Tiny monstrosity, unaligned

Armor Class 13
Hit Points 5 (2d4)
Speed 5', flt 25'

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	4 (-3)	2 (-4)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60', passive Perception 7
Languages -
Challenge 1/8 (25 XP)

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5', one creature. *Hit:* 5 (1d4+3) piercing damage and the target loses maximum hit points equal to the damage dealt until it finishes a long rest.

Blood Spit. *Ranged Weapon Attack:* +3 to hit, range 5/15', one creature. *Hit:* 3 (1d4+1) poison damage.

Chaos Witch Quelaag

Huge fiend, lawful evil

Armor Class 17 (natural armor)
Hit Points 119 (11d12+48)
Speed 40’, climb 20’

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+3)	19 (+4)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +7, Wis +6, Cha +8
Skills Insight +6, Perception +6, Religion +5
Damage Immunities fire
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Vulnerabilities lightning
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120’, passive Perception 16
Languages Abyssal, Common
Challenge 9 (5000 XP)

Heated Weapons. Quelaag’s weapon attacks are magical and eal an additional 9 (2d8) fire damage on a hit (included in the attack).

Spider Climb. Quelaag can climb difficult surfaces, including upside down on ceilings, without making an ability check or save.

Web Sense. While in contact with a web, Quelaag knows the exact location of any creature in contact with the same web.

Web Walker. Quelaag ignores movement restructions caused by webbing.

Standing Leap. Quelaag’s long jump is 30’ and her high jump is 10’, with or without a running start.

Actions

Multiattack. Quelaag makes 3 weapon attacks, one of which can be replaced with lava spit.

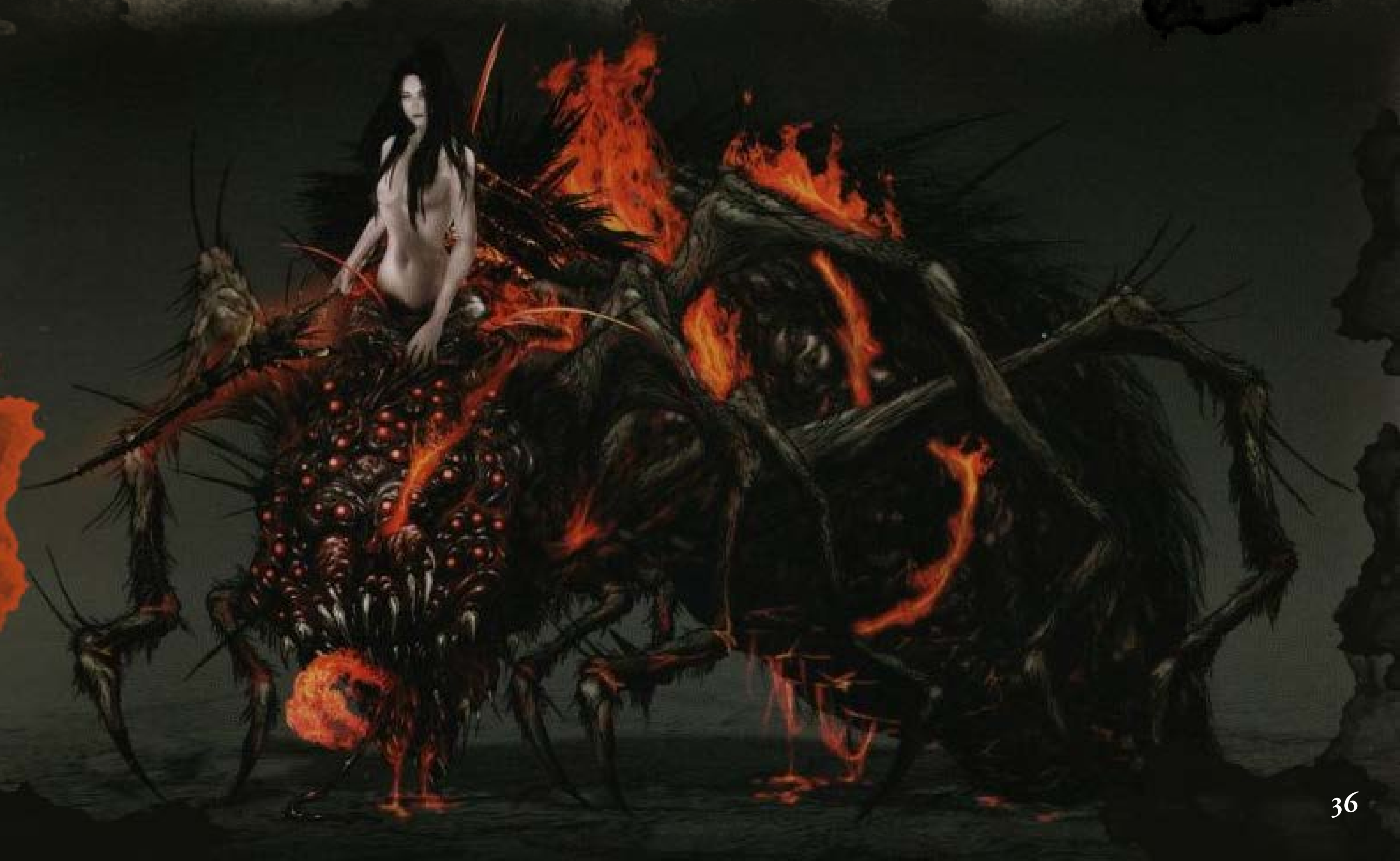
Claw. *Melee Weapon Attack:* +7 to hit, reach 5’, one target. *Hit:* 10 (2d6+3) slashing damage and 9 (2d8) fire damage.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 10’, one target. *Hit:* 10 (2d6+3) slashing damage and 9 (2d8) fire damage.

Lava spit. Quelaag spits lava covering a 10’ circle within 30’ of her, until the end of her next turn. Creatures entering or starting their turn in this lava take 18 (4d8) fire damage and have their speed halved.

Lava Breath (recharge 5-6). Quelaag’s demonic thorax exhales lava covering a 30’ cone in front of her until the end of her next turn. Creatures entering or starting their turn in that area take 18 (4d8) fire damage and have their speed halved.

Fiery Burst (3/day). Quelaag embraces her demonic thorax then releases a wave of heat in a 20’ sphere. Creatures in that area make a DC 16 Dexterity save or take 36 (8d8) fire damage, half on a successful save.



Man-Serpent

Medium monstrosity, lawful evil

Armor Class 15 (natural armor, shield)
Hit Points 62 (9d8+22)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	7 (-2)	8 (-1)	6 (-2)

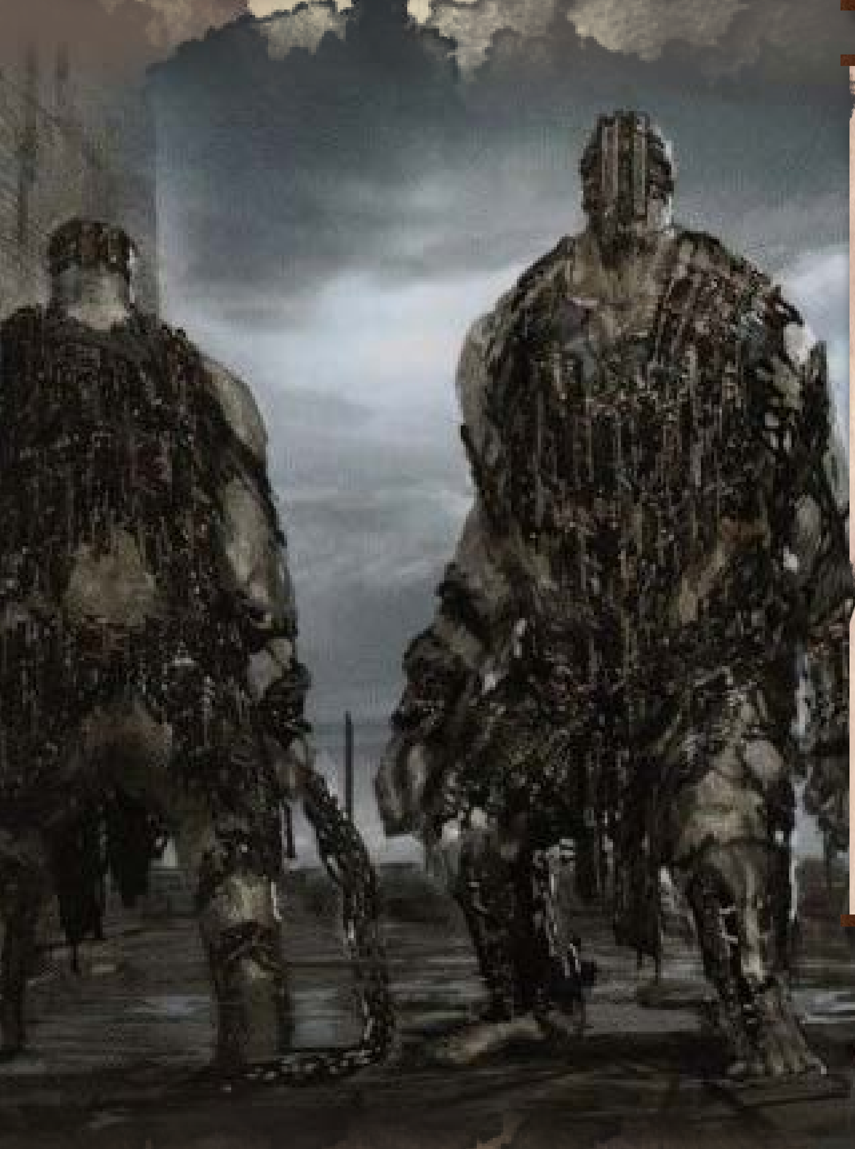
Saving Throws Str +5, Con +4
Skills Athletics +5, Survival +1
Damage Immunities poison
Damage Resistances fire
Condition Immunities poisoned
Senses darkvision 60', passive Perception 9
Languages Draconic
Challenge 3 (700 XP)

Actions

Multiattack The man-serpent makes 2 weapon attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 10 (2d6+3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5', one creature. *Hit:* 6 (1d6+3) piercing damage and 7 (2d6) poison damage.



Man-Serpent Mage

Medium monstrosity, lawful evil

Armor Class 16 (natural armor)
Hit Points 54 (10d8+9)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	7 (-2)	16 (+3)	8 (-1)

Saving Throws Con +3, Wis +5
Skills Athletics +5, Survival +1
Damage Immunities poison
Damage Resistances fire
Condition Immunities poisoned
Senses darkvision 60', passive Perception 9
Languages Draconic
Challenge 4 (1100 XP)

Actions

Multiattack The man-serpent makes 4 weapon attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 6 (1d6+3) slashing damage.

Lightning Dart. *Ranged Spell Attack:* +5 to hit, range 30/130', one target. *Hit:* 9 (1d12+3) lightning damage.

Poisonous Breath (recharge 6). The man-serpent exhales poisonous mist in a 10' cone. Creatures in that area make a DC 13 Constitution save or take 21 (6d6) poison damage, half on a successful save.

Fortress Giant

Huge giant, unaligned

Armor Class 14 (natural armor)
Hit Points 136 (13d12+52)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	19 (+4)	5 (-3)	6 (-2)	5 (-3)

Saving Throws Str +9, Con +7
Skills Athletics +9, Survival +1
Damage Resistances fire
Senses darkvision 60', passive Perception 8
Languages Giant
Challenge 6 (2300 XP)

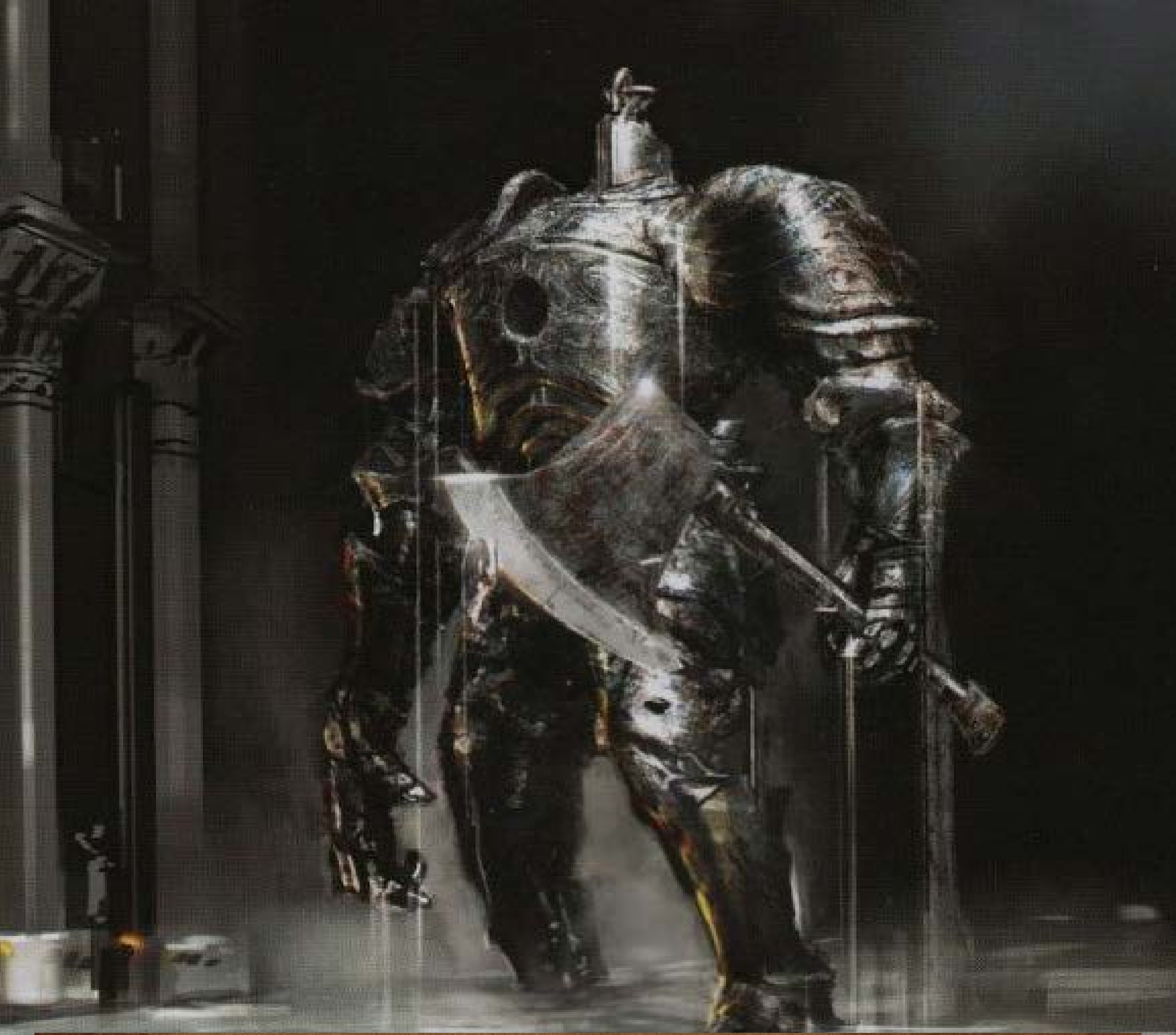
Frenzy. At the beginning of the giant's turn, it can go into a frezy, gaining advantage on melee weapon attacks, the ability to make a weapon attack as a bonus action, and doubling its seed. But, at the end of its turn, the giant gains a level of exhaustion and its speed becomes 0 until the end of its next turn.

Actions

Multiattack The giant makes 2 weapon attacks..

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 10', one target. *Hit:* 16 (3d6+3) bludgeoning damage.

Hurl Bomb (3/long rest). The giant hurls a nearby bomb up to 120' away, where it explodes into flames covering a 15' circle. Creatures in this circle when it lands or entering it take 26 (4d12) fire damage.



Sen's Iron Golem

Huge construct, lawful neutral

Armor Class 17 (natural armor)
Hit Points 120 (10d12+55)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	21 (+5)	7 (-2)	12 (+1)	1 (-5)

Saving Throws Str +11, Dex +3, Con +9
Damage Immunities fire, force
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Vulnerabilities lightning
Condition Immunities blinded, charmed, deafened, exhausted, frightened, grappled, paralyzed, petrified, poisoned
Senses blindsight 120', passive Perception 11
Languages understands Celestial but cannot speak
Challenge 10 (5900 XP)

Immutable Form. The golem is immune to any effect that would alter its form.

Magic Resistance. The golem has advantage on saves against spells and other magical effects.

Great Leap. The golem's long jump is 20' and her high jump is 10', with or without a running start. While leaping this way, the golem does not provoke opportunity attacks.

Actions

Multiattack. The golem makes 2 weapon attacks: 1 slam and 1 greataxe attack.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5', one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 10', one target. *Hit:* 23 (3d10+7) slashing damage.

Shockwave. *Ranged Spell Attack:* +3 to hit, range 20/60', one target. *Hit:* 15 (3d10-1) force damage.

Sentry Giant

Huge giant, lawful neutral

Armor Class 21 (plate, shield)
Hit Points 63 (6d12+24)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	7 (-2)	11 (+0)	7 (-2)

Saving Throws Dex +1, Con +7
Skills Athletics +8, Perception +2, Religion +0
Damage Immunities lightning
Damage Resistances radiant
Condition Immunities charmed, frightened, prone
Senses passive Perception 12
Languages Giant, Celestial
Challenge 4 (1100 XP)

Actions

Halberd. *Melee Weapon Attack:* +8 to hit, reach 15', one target. *Hit:* 17 (2d10+6) slashing damage and 5 (1d10) lightning damage.

Shield Slam. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 17 (2d10+6) bludgeoning damage and Large or smaller creatures within 5' make a DC 15 Dexterity save or are knocked 10' away, prone.

Sentry Giant Paladin

Huge giant, lawful neutral

Armor Class 21 (plate, shield)
Hit Points 84 (8d12+32)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	8 (-1)	11 (+0)	14 (+2)

Saving Throws Dex +2, Con +8
Skills Athletics +9, Perception +3, Religion +1
Damage Immunities lightning
Damage Resistances radiant
Condition Immunities charmed, frightened, prone
Senses passive Perception 13
Languages Giant, Celestial
Challenge 6 (2300 XP)

Resilience. The giant can use a bonus action to end a spell effect on itself.

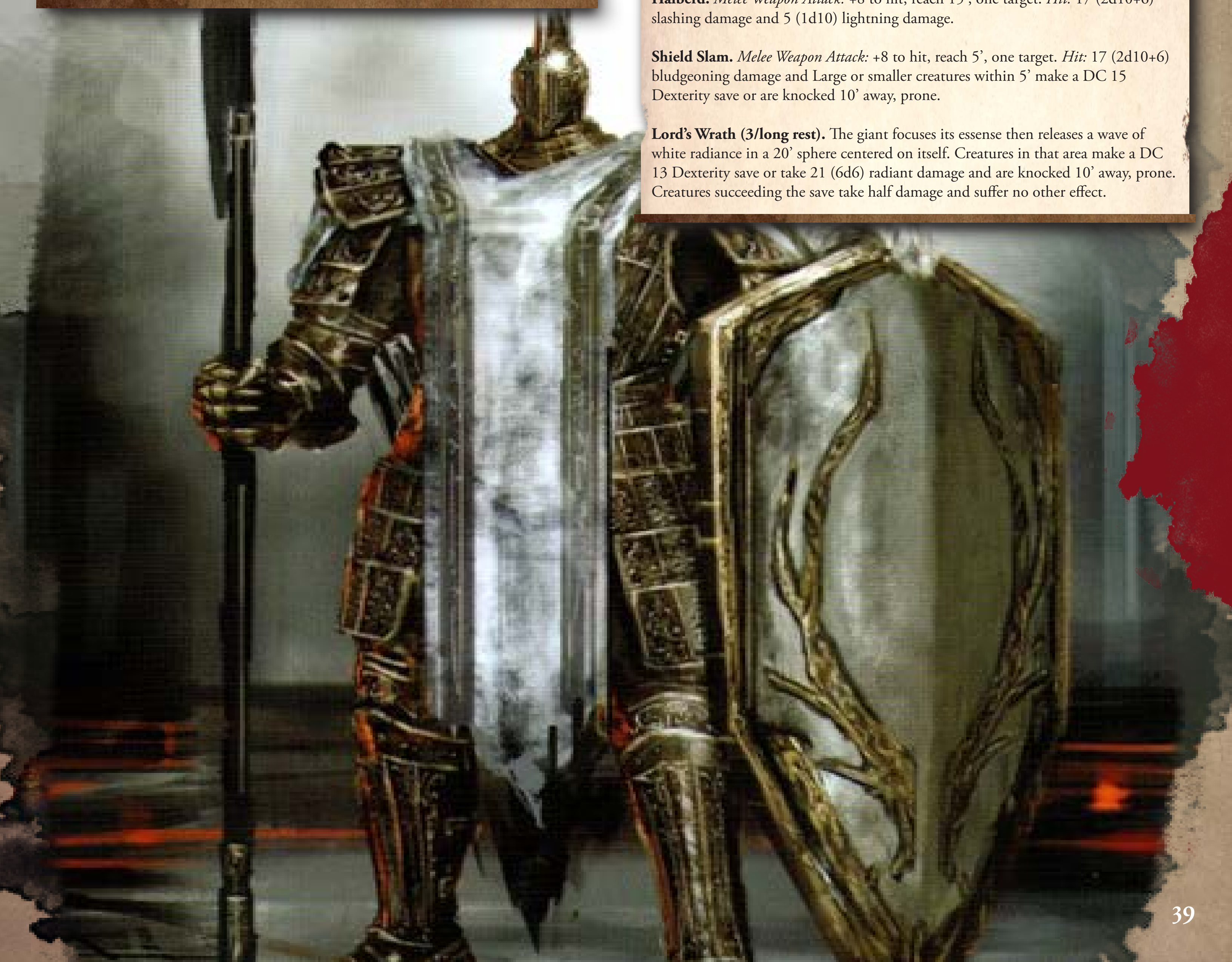
Spellcasting. The giant is a 5th-level spellcaster. Its spellcasting ability is Charisma (save DC 13, +5 to spell attacks) and it has the following paladin spells prepared:
1st level (4 slots): *cure wounds, purify food and water*
2nd level (2 slots): *inner soothing light, aid*

Actions

Halberd. *Melee Weapon Attack:* +8 to hit, reach 15', one target. *Hit:* 17 (2d10+6) slashing damage and 5 (1d10) lightning damage.

Shield Slam. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 17 (2d10+6) bludgeoning damage and Large or smaller creatures within 5' make a DC 15 Dexterity save or are knocked 10' away, prone.

Lord's Wrath (3/long rest). The giant focuses its essense then releases a wave of white radiance in a 20' sphere centered on itself. Creatures in that area make a DC 13 Dexterity save or take 21 (6d6) radiant damage and are knocked 10' away, prone. Creatures succeeding the save take half damage and suffer no other effect.



Painting Guardian

Medium humanoid (undead), lawful neutral

Armor Class 17 (taper plate)
Hit Points 45 (7d8+14)
Speed 35’

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +5, Int +4
Skills Acrobatics +5, Sleight of Hand +7, Stealth +7, Perception +3
Damage Resistances necrotic, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60’ , passive Perception 13
Languages Celestial, Common
Challenge 3 (700 XP)

Cunning Action. The guardian can take the Dash, Disengage, or Hide action as a bonus action.

Sneak attack (1/turn). The guardian deals an additional 17 (5d6) damage when it hits a target with a weapon attack that has advantage or when the guardian has an ally within 5’ of the target, as long as the attack doesn’t otherwise have disadvantage.

Turn Immunity. The guardian is immune to effects that turn undead.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5’ or range 20/60’, one target. *Hit:* 5 (1d4+3) piercing damage.

Reactions

Parry. In response to being hit with a melee weapon attack, the guardian makes a Sleight of Hand check against the incoming attack roll. If it succeeds, the attack misses and the guardian can move within 5’ of the attack and make a melee weapon attack against the attacker, with advantage. On a hit, the guardian applies Sneak Attack, and may still use another different reaction until the start of its next turn.

Uncanny Dodge. In response to being hit with an attack from an enemy the guardian can see, the damage from the attack is halved.

Batwing Demon

Medium fiend, chaotic neutral

Armor Class 14
Hit Points 26 (8d8)
Speed 20’, fly 40’

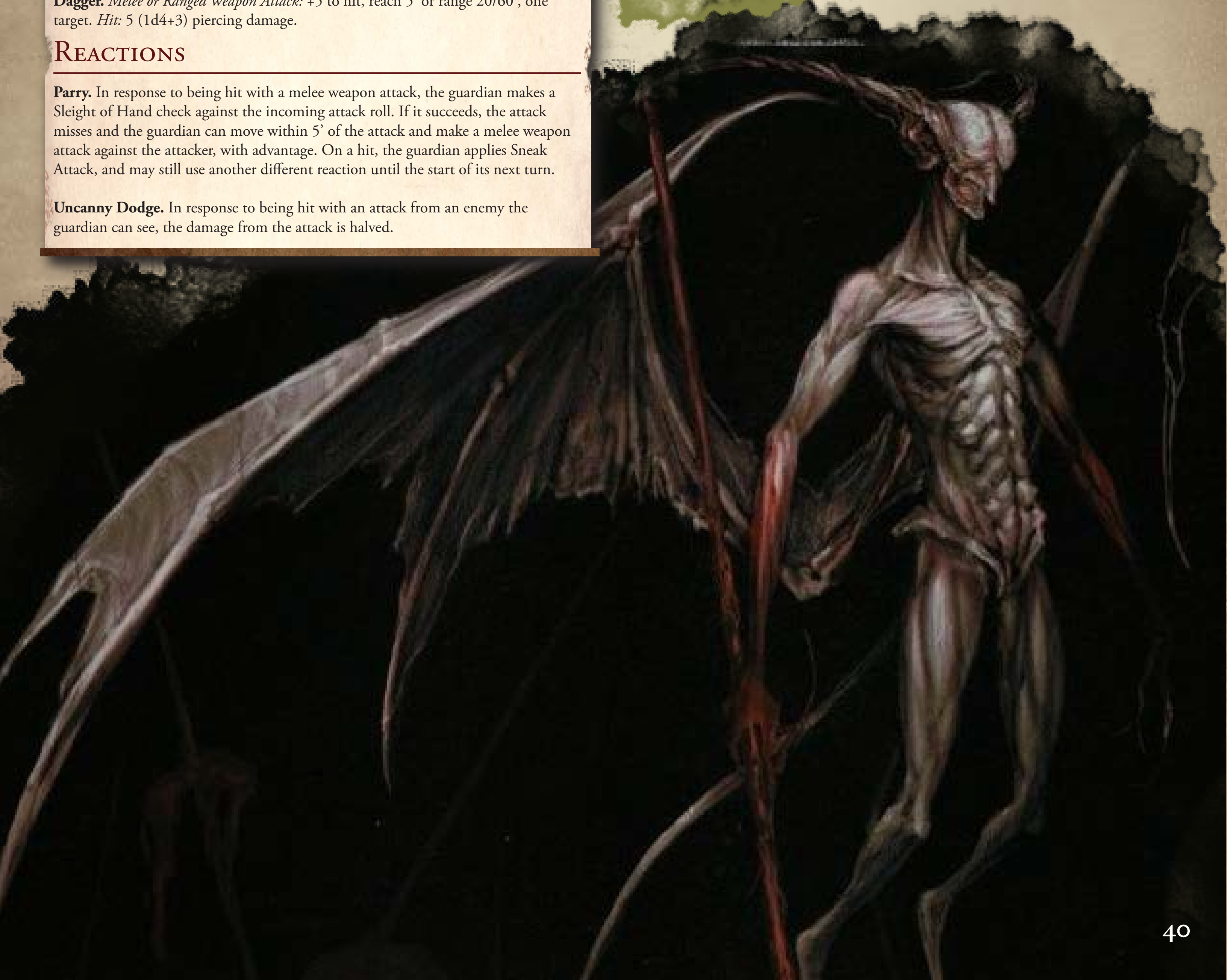
STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	11 (+0)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Dex +6, Cha +1
Skills Acrobatics +5, Religion +1
Damage Resistances lightning, fire
Senses darkvision 60’ , passive Perception 10
Languages Abyssal, Celestial
Challenge 3 (450 XP)

Actions

Multiattack. The demon makes 2 melee weapon attacks

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 15’ or range 80/320’, one target. *Hit:* 7 (1d6+5) piercing damage and 3 (1d6) lightning damage or 8 (1d8+4) piercing damage and 3 (1d6) lightning damage if used with two hands.



Silver Knight

Medium humanoid (lordkin), lawful neutral

Armor Class 20 (plate, shield)
Hit Points 45 (7d8+14)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Str +4, Dex +6
Skills Athletics +4, Intimidation +3, Perception +4
Damage Resistances fire, radiant, lightning
Senses darkvision 60' , passive Perception 14
Languages Celestial, Common
Challenge 4 (1100 XP)

Might of the First Lord (1/long rest). The knight can use its bonus action to wreath its weapons in ligtning. For the next minute, the knight's weapon attacks deal an additional 5 (1d10) lightning damage.

Charger. If the knight takes the Dash action and moves straight toward an enemy, it can use its bonus action to make a weapon attack.

Actions

Multiattack. The knight makes 2 longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 12 (2d6+5) slashing damage or 15 (2d8+5) slashing damage with two hands

Greatbow. *Ranged Weapon Attack:* +6 to hit, range 250/1000', one target. *Hit:* 10 (1d12+4) piercing damage and the target makes a DC 14 Strength save or is knocked 5' back, prone

Silver Knight

Medium humanoid (lordkin), lawful neutral

Armor Class 20 (plate, shield)
Hit Points 45 (7d8+14)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Str +4, Dex +6
Skills Athletics +4, Intimidation +3, Perception +4
Damage Resistances fire, radiant, lightning
Senses darkvision 60' , passive Perception 14
Languages Celestial, Common
Challenge 4 (1100 XP)

Might of the First Lord (1/long rest). The knight can use its bonus action to wreath its weapons in lightning. For the next minute, the knight's weapon attacks deal an additional 5 (1d10) lightning damage.

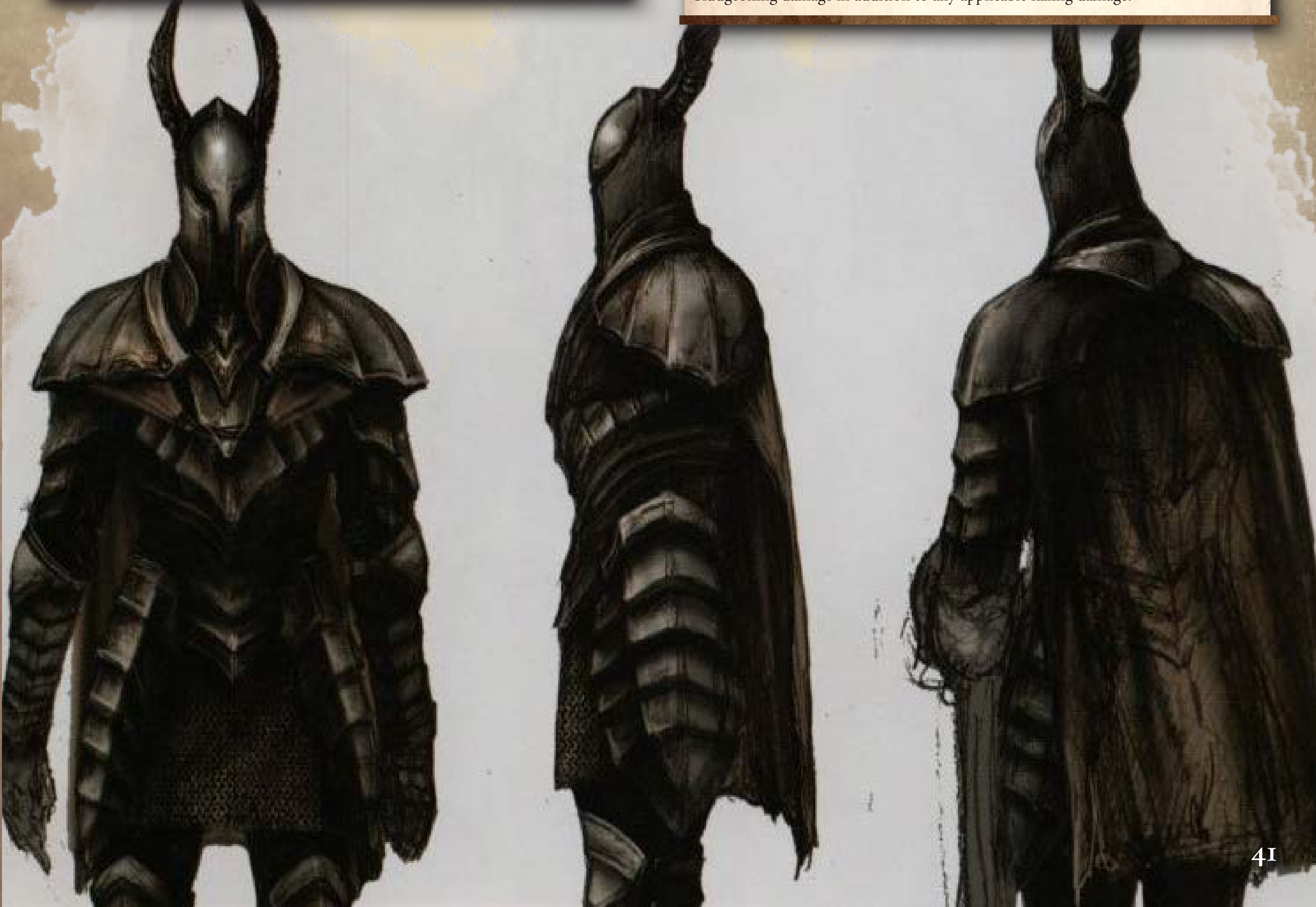
Charger. If the knight takes the Dash action and moves straight toward an enemy, it can use its bonus action to make a weapon attack against that enemy.

Actions

Multiattack. The knight makes 2 pike attacks.

Pike. *Melee Weapon Attack:* +6 to hit, reach 15', one target. *Hit:* 9 (1d10+4) piercing damage.

Tripping Attack. *Melee Weapon Attack:* +6 to hit, reach 10', one Large or smaller creature. *Hit:* 9 (1d10+4) piercing damage and the target makes a DC 14 Dexterity save or is knocked into the air then falls prone, taking an additional 10 (3d6) bludgeoning damage in addition to any applicable falling damage.



Dragonslayer Ornstein

Medium celestial, lawful neutral

Armor Class 18 (plate)
Hit Points 110 (17d8+34)
Speed 30', fly 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	14 (+2)	12 (+1)	18 (+4)	13 (+1)

Saving Throws Dex +9, Wis +7, Cha +5
Skills Acrobatics +8, Athletics +5, Perception +7, Survival +7
Damage Immunities lightning
Damage Resistances fire, radiant
Condition Immunities charmed, frightened, paralyzed
Senses darkvision 60', passive Perception 17
Languages Celestial, Common, Draconic
Challenge 8 (3900 XP)

Soul Devouring (Epic Trait; recharges after a long rest). If Ornstein sees a friendly celestial die, within the next minute, he can use his action to touch the slain celestial and absorb its soul. After doing so, he regains all hit points, his size becomes Huge, and he gains access to epic legendary actions for the next 10 minutes.

Dragonslayer Weapons. Ornstein's weapon attacks are magical and deal an additional 9 (2d8) lightning damage (included in the attack).

Actions

Multiattack. Ornstein makes 2 crosspear attacks.

Crosspear. *Melee Weapon Attack:* +8 to hit, reach 10', one target. *Hit:* 10 (1d10+5) piercing damage and 9 (2d8) lightning damage or 11 (1d12+5) piercing damage and 9 (2d8) lightning damage if used with two hands.

Lightning Dart. *Ranged Spell Attack:* +7 to hit, range 301260', one target. *Hit:* 13 (2d8+4) lightning damage.

Legendary Actions

Ornstein can take 3 legendary actions, used after another creature's turn in initiative. He regains all legendary actions at the start of his turn

Move. Ornstein moves up to his speed, without provoking opportunity attacks

(Epic Action) Crosspear. Ornstein makes a crosspear attack.
(Epic Action) Swipe (costs 2 actions). Ornstein swipes his crosspear in a 15' cone in front of him. Creatures in that area make a DC 16 Dexterity save or take 9 (2d8) slashing damage and 9 (2d8) lightning damage.
(Epic Action) Lightning Slam (costs 3 actions). Ornstein jumps in the air and slams onto the ground, creating a shockwave of lightning in a 15' radius about him. Creatures in that area make a DC 16 Dexterity save or take 27 (6d8) lightning damage.

Ornstein and Smough

The most iconic boss fight in the *'Souls* franchise, Ornstein and Smough are weak combatants initially, then become fearsome epic battles.

Both have Epic Traits, much like Mythic Traits. They are activated by absorbing each other's souls. Which seems to be an ability among higher celestials, including the Nameless King. So, while running this encounter, try to have them close enough to each other to effectively use these Epic Traits. Alternatively, allow the players to use their ingenuity to prevent absorption.

EXECUTIONER SMOUGH

Large celestial, true neutral

Armor Class 18 (plate)
Hit Points 119 (14d10+42)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	17 (+3)	8 (-1)	11 (+1)	7 (-2)

Saving Throws Str +9, Wis +3, Con +6
Skills Athletics +9, Perception +3, Survival +2
Damage Resistances fire, radiant
Condition Immunities charmed, frightened, paralyzed, poisoned, prone
Senses darkvision 60', passive Perception 14
Languages Celestial, Common
Challenge 8 (3900 XP)

Soul Devouring (Epic Trait; recharges after a long rest). If Smough sees a friendly celestial die, within the next minute, he can use his action to touch the slain celestial, absorbing its soul. After doing so, he regains all hit points and gains access to epic legendary actinos for 10 minutes. Also, his weapon attacks are imbued with lightning, becoming magical and dealing an additinoal 9 (2d8) lightning damage.

ACTIONS

Hammer. *Melee Weapon Attack:* +9 to hit, reach 10', one target. *Hit:* 20 (4d6+6) bludgeoning damage.

Slam. Smough jumps into the air and slams onto the ground, creating a 15' shockwave about him. Creatures in that area make a DC 17 Dexterity save or take 14 (4d6) bludgeoning damage, half on a successful save.

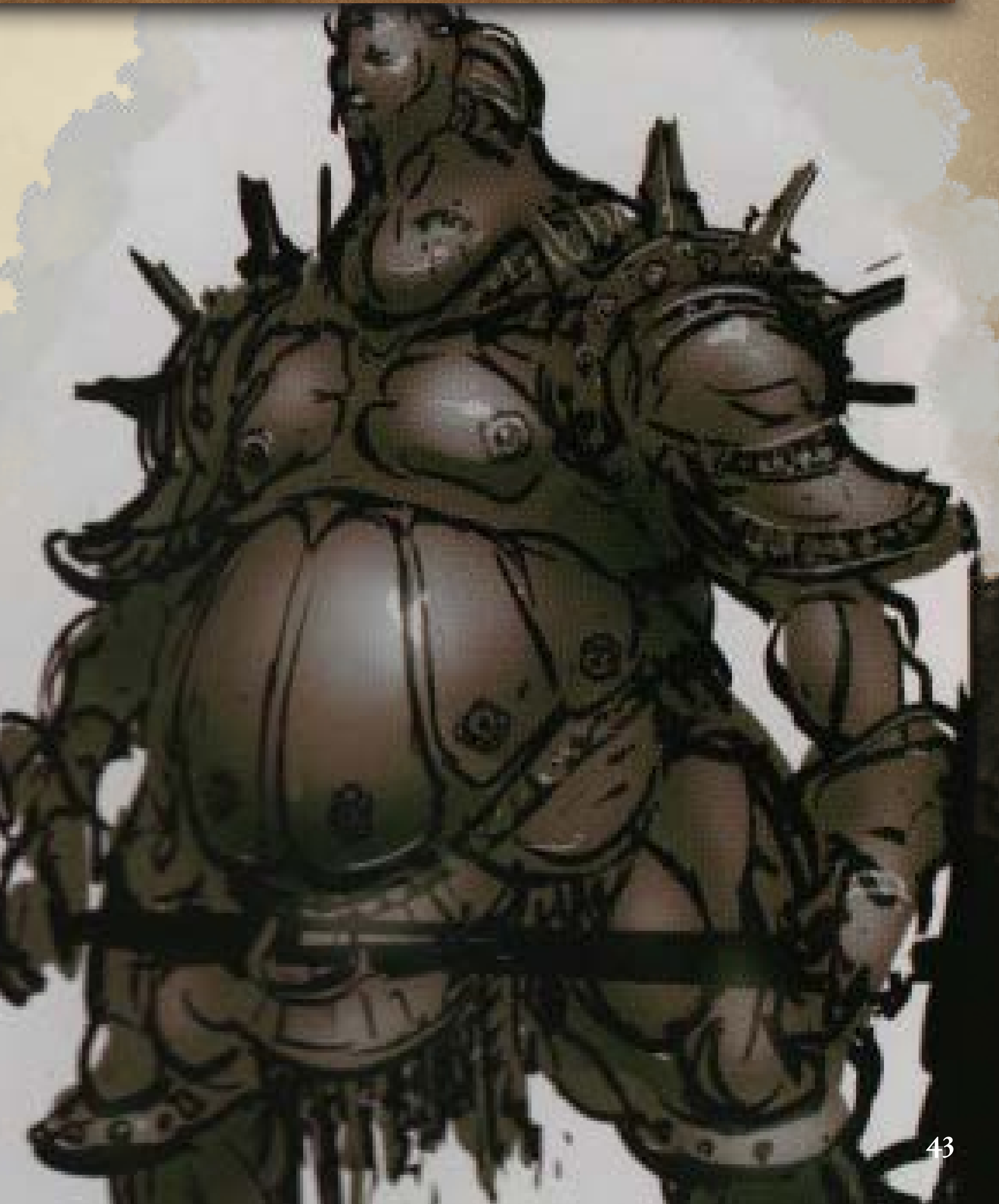
Trampling Charge (recharge 4-6). Smough slams his hammer on the ground and moves 15', grinding his hammer along the path. Creatures in this path take 7 (2d6) bludgeoning damage. Smough then makes a hammer attack.

LEGENDARY ACTIONS

Smough can take 3 legendary actions, used after another creature's turn in initiative. He regains all legendary actions at the start of his turn

Detect. Smough makes a Perception check.
Hammer Swipe (costs 2 actions). Smough swings his hammer in a 15' cone, making a single hammer attack against all creatures in the area.

(Epic Action) Lightning Slam (costs 3 actions). Smough uses his slam action, but with a radius of 15' and dealing an additional 9 (2d8) lightning damage, regardless of the target's Dexterity save.



Dark Sun Gwyndolin

Medium celestial, lawful neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 110 (20d8+20)
Speed 30', climb 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	15 (+2)	14 (+2)	20 (+5)

Saving Throws Con +5, Cha +9
Skills Arcana +6, Insight +6, Perception +6, Religion +6
Damage Immunities poison, lightning
Damage Resistances cold, force, necrotic, radiant
Condition Immunities charmed, frightened, petrified, poisoned
Senses darkvision 120', passive Perception 16
Languages Celestial, Common, Abyssal
Challenge 11 (7200 XP)

Magic Resistance. Gwyndolin has advantage on saves against spells and other magical effects.

Spellcasting. Gwyndolin is an 18th-level spellcaster. His spellcasting ability is Charisma (save DC 17, +9 to spell attacks). He can cast *heavy magic arrow* and *dimension door* at will and they know the following sorcerer spells:

Cantrips: *soul arrow, chill touch, mage hand, prestidigitation, ray of frost, thauamturgy*
1st level (4 slots): *chromatic orb, mage armor, magic missile*
2nd level (3 slots): *hold person, zone of truth*
3rd level (3 slots): *glyph of warding, lightning bolt*
4th level (3 slots): *homing soul masses, guardian of faith*
5th level (4 slots): *creation, dispell good and evil.*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *resurrection*
8th level (1 slot): *sunburst*
9th level (1 slot): *gate*

Sorcery Points. Gwyndolin has 18 sorcery points. He can spend sorcery points as a bonus action to gain one of the following benefits:

Distant Spell (1 point): he doubles the range of a spell, or increases it by 30' if its range is touch.

Empowered Spell (1 point): he rerolls up to 5 damage dice for a spell.

Quickened Spell (2 points): he casts 2 spells this turn, each with a casting time of 1 action or 1 bonus action.

Twinned Spell (1 points): he targets two with a single target spell.

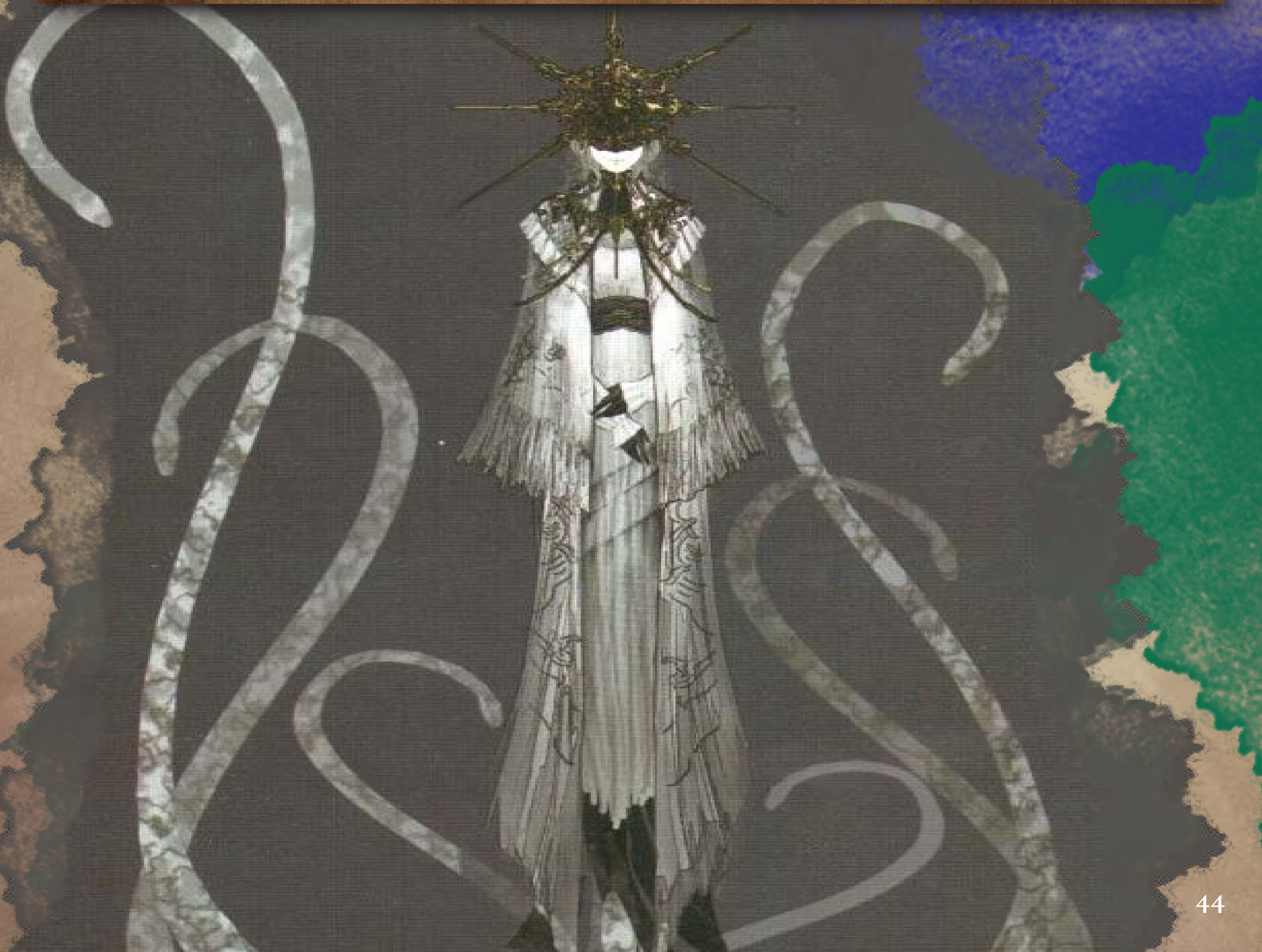
Actions

Multiattack. Gwyndolin makes 5 longbow attacks against 1 or more creatures within 5' of each other.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150', one target. *Hit:* 6 (1d8+2) piercing damage and 4 (1d8) radiant damage.

Reactions

Dimension Door. In response to being hit with a melee attack, after the attack is resolved, Gwyndolin casts *dimension door* on himself.



ENGORGED HOLLOW

Medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 45 (6d8+18)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison
Damage Resistances necrotic
Condition Immunities exhausted, poisoned
Senses darkvision 60' , passive Perception 10
Languages -
Challenge 2 (450 XP)

Turn Immunity. The hollow is immune to effects that turn undead.

Death Burst. When the hollow dies, its bloated sack explodes in black sludge. Creatures within 10' of the hollow make a DC 13 Constitution save or take 13 (2d12) poison damage and becomes poisoned for 1 minute, repeating the save at the end of each of their turns. While poisoned this way, the creature takes 6 (1d12) poison damage at the start of each turn.

ACTIONS

Torch. *Melee Weapon Attack:* +2 to hit, reach 5', one target. *Hit:* 2 (1d4) fire damage.

Fire Spit. *Ranged Spell Attack:* +3 to hit, range 30/120', one target. *Hit:* 14 (12d12+1) fire damage.

PHALANX

Medium undead, lawful evil

Armor Class 15 (natural armor, shield)
Hit Points 44 (8d8+8)
Speed 15'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	13 (+1)	7 (-2)	6 (-2)	6 (-2)

Damage Resistances necrotic
Condition Immunities exhausted, prone
Senses darkvision 60' , passive Perception 10
Languages -
Challenge 1 (200 XP)

Phalanx. While the phalanx is within 5' of two other phalanx, it gains three-fourths cover from its shield and becomes resistant to bludgeoning, piercing and slashing damage origination from where it is facing.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 10' or range 20/60', one target. *Hit:* 10 (2d6+3) piercing damage.

CROW DEMON

Medium monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 66 (12d8+12)
Speed 30', fly 60'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	11 (+0)

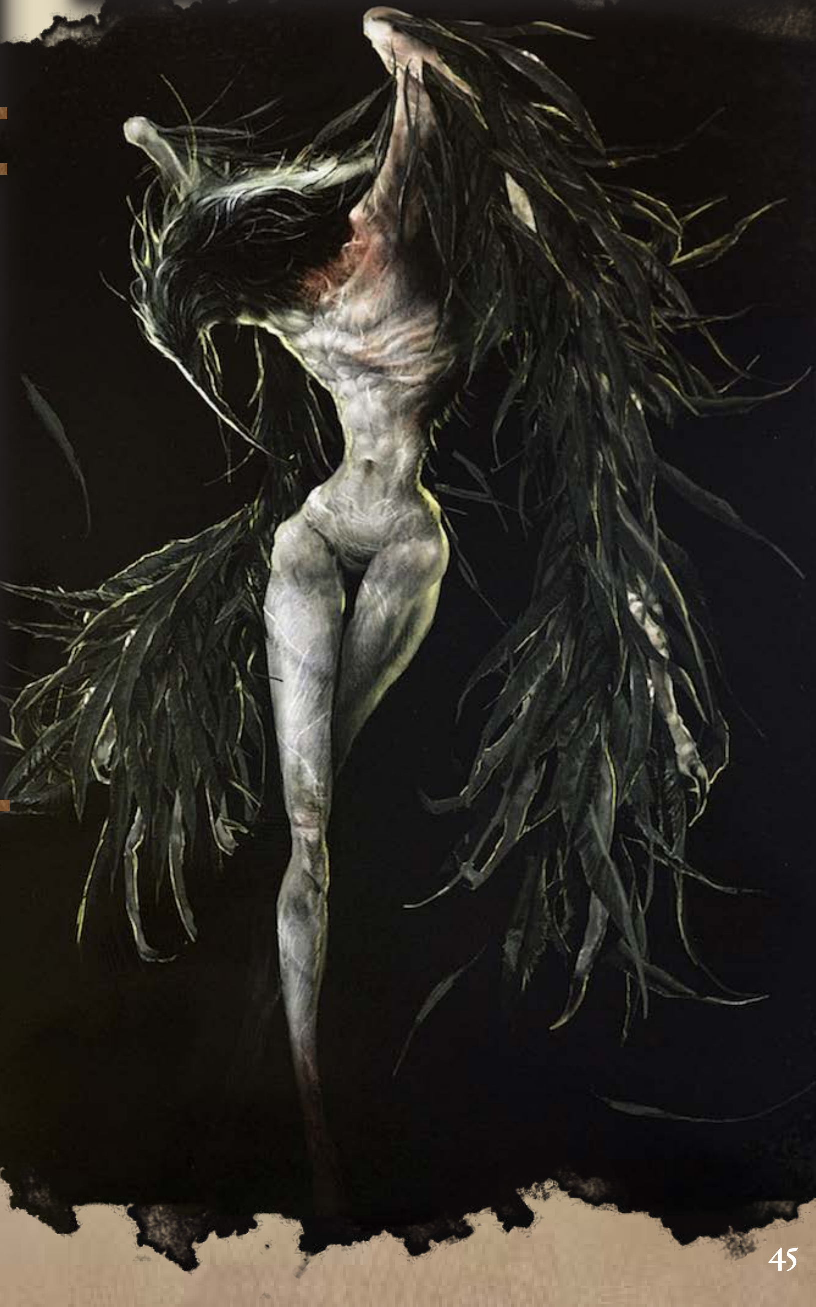
Skills Acrobatics +5, Perception +5, Stealth +5
Senses passive Perception 15
Languages Auran, Celestial
Challenge 4 (1100 XP)

ACTIONS

Multiattack. The crow demon makes 2 wing attacks.

Wing. *Melee Weapon Attack:* +5 to hit, reach 10', one target. *Hit:* 16 (2d12+3) slashing damage.

Dive. While flying, the crow attempts to grapple (escape DC 13) a Medium or smaller creature. If it succeeds, the crow can use subsequent actions or bonus actions to peck the target, dealing 20 (3d12) piercing damage.



Crossbreed Priscilla

Large monstrosity, true neutral

Armor Class 18 (natural armor)
Hit Points 153 (18d10+54)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	12 (+1)	17 (+3)	15 (+2)

Saving Throws Con +7, Wis +7
Skills Insight +7, Perception +7, Religion +5, Stealth +8, Survival +7
Damage Resistances fire, necrotic
Condition Immunities blinded, deafened, petrified
Senses blindsight 30', darkvision 120', passive Perception 17
Languages Celestial, Draconic, Common
Challenge 10 (5900 XP)

Lifehunt. Each time Priscilla damaged a creature, its maximum hit points are reduced by 9 (2d8). This ability also ages ageless beings, depriving them of their immortality if their maximum hit points are reduced by 100 or more.

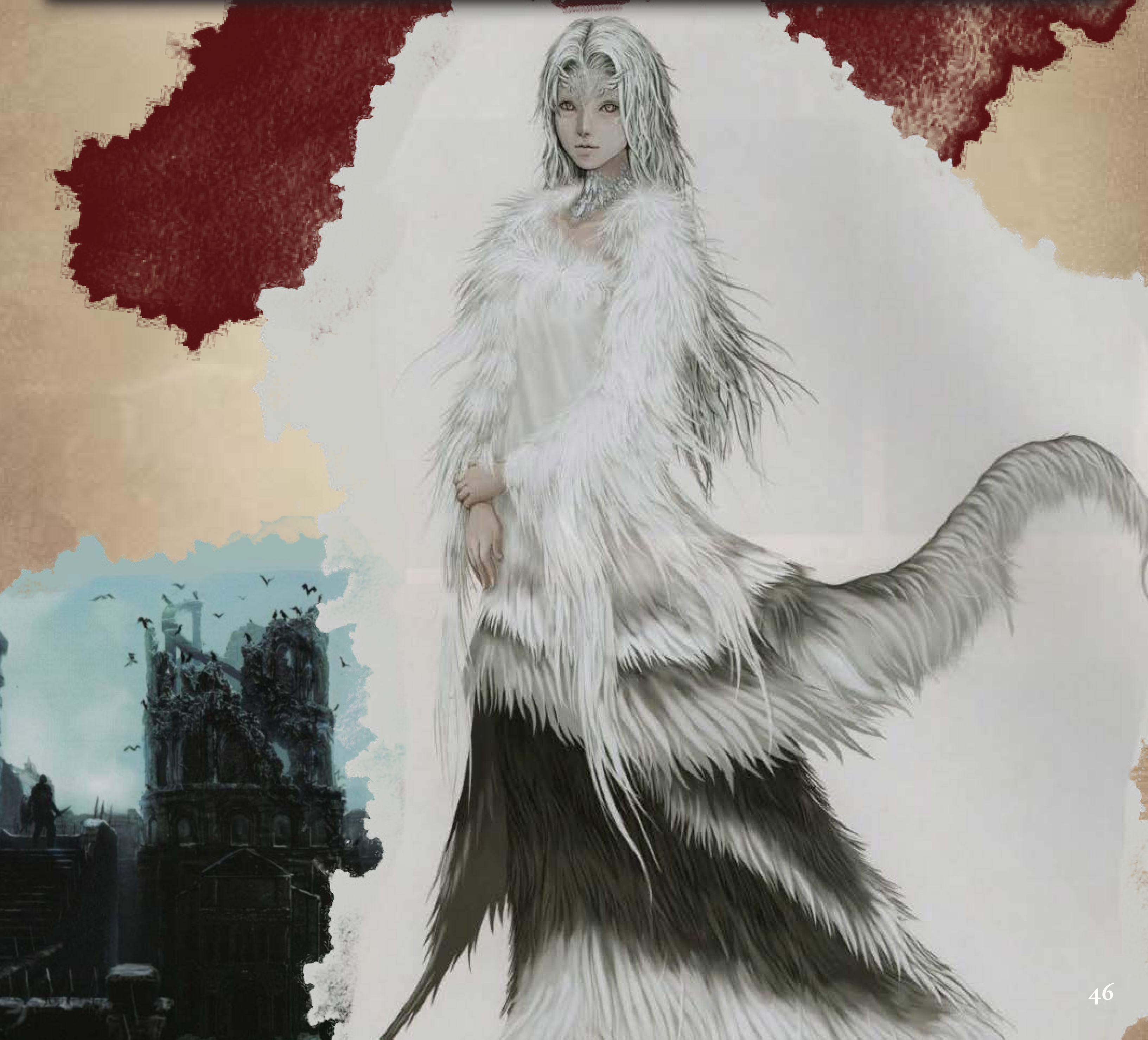
Actions

Multiattack. Priscilla makes 2 scythe attacks.

Scythe. *Melee Weapon Attack:* +7 to hit, reach 10', one target. *Hit:* 18 (2d12+5) slashing damage. On a critical hit, the target takes an additional 13 (2d12) slashing damage and has its maximum hit points reduced by the total amount of damage dealt by this attack.

Blizzard Breath (recharge 4-6). Priscilla softly exhales a sparkling mist in a 15' cone. Creatures in that area make a DC 15 Constitution save or take 45 (10d8) necrotic damage, half on a successful save.

Mystic Blizzard (recharge 6). Priscilla conjures a white blizzard in a 20' tall, 60' radius cylinder centered on her for a moment. When this is conjured, she turns invisible and teleports to an unoccupied space within the blizzard. She remains invisible as long as she maintains concentration, as if concentrating on a spell.



Crystal Golem

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 42 (5d8+20)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	4 (-3)	12 (+1)	3 (-4)

Skills Athletics +5, Perception +3
Damage Immunities poison
Damage Resistances force, radiant, psychic, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Vulnerabilities lightning, thunder
Condition Immunities blinded, deafened, exhausted, petrified, poisoned
Senses blindsight 60', passive Perception 13
Languages understands Draconic but cannot speak
Challenge 3 (700 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saves against spells and other magical effects.

Actions

Multiattack. The golem makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Sweep. The golem extends its crystalline arm and sweeps it in a 10' cone, making a single slam attack against all creatures in that area.

Crystal Growth (recharge 5-6). The golem slams its arms on the ground, creating crystalline growth along the ground towards up to 3 random creatures within 15'. A creature targeted by this effect makes a DC 13 Dexterity save or takes 18 (4d8) bludgeoning damage, half on a successful save.

Golden Crystal Golem

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 76 (8d10+32)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	5 (-2)	12 (+1)	3 (-4)

Skills Athletics +6, Perception +3
Damage Immunities poison
Damage Resistances force, radiant, psychic, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Vulnerabilities lightning, thunder
Condition Immunities blinded, deafened, exhausted, petrified, poisoned
Senses blindsight 60', passive Perception 13
Languages understands Draconic but cannot speak
Challenge 4 (1100 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saves against spells and other magical effects.

Capture. If the golem reduces a Medium or smaller creature to 0 hit points, the golem can choose not to kill the target and isntead to capture it in its form. The target is petrified as it becomes included in the golem. While petrified this way, the creature is immune ot all damage until the golem dies. When the golem dies, the captured creature is released, recovering from the petrified contition and all other conditions, and regaining 1 hit point. The golem can only capture 1 creature at a time.

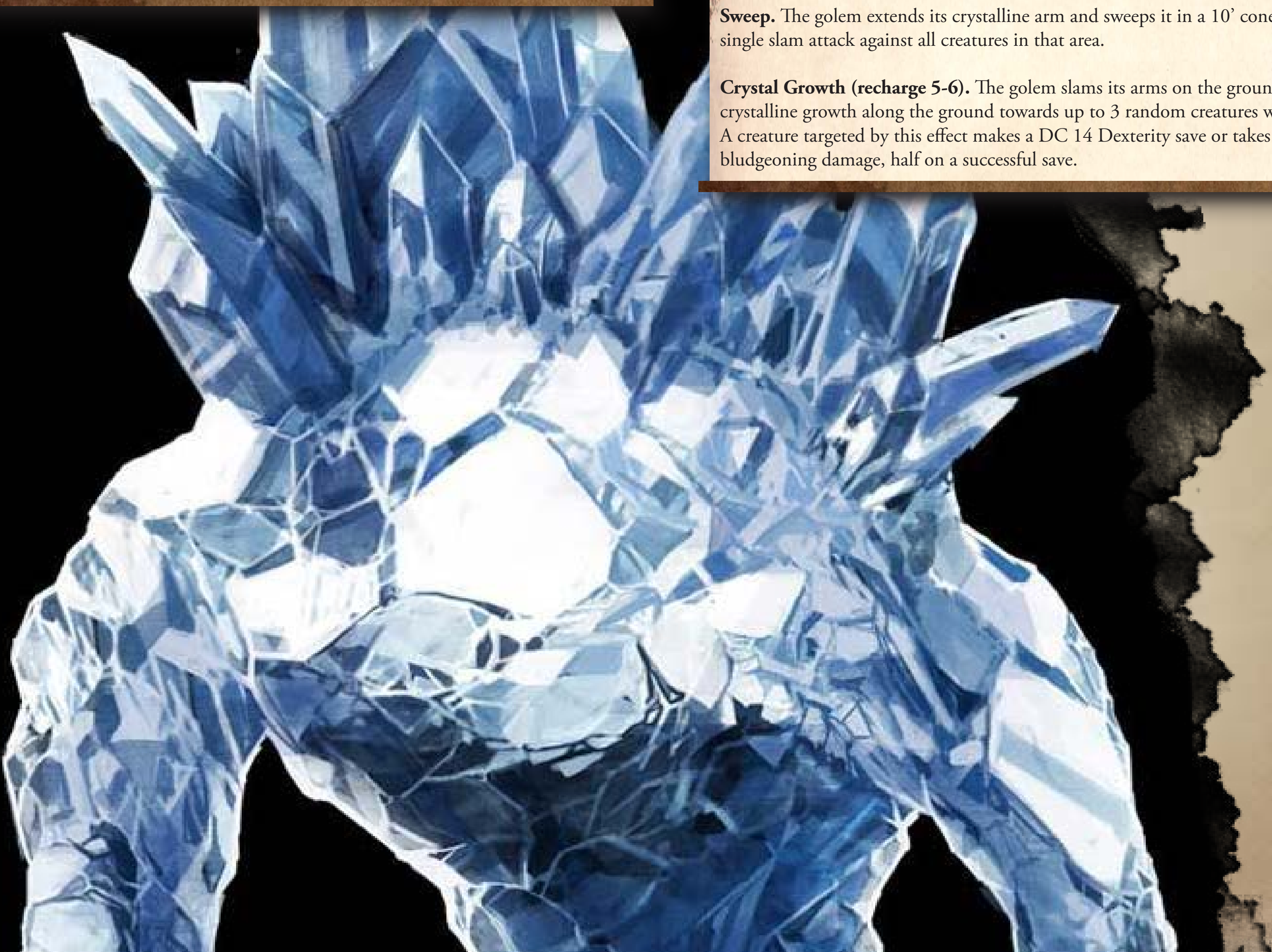
Actions

Multiattack. The golem makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Sweep. The golem extends its crystalline arm and sweeps it in a 10' cone, making a single slam attack against all creatures in that area.

Crystal Growth (recharge 5-6). The golem slams its arms on the ground, creating crystalline growth along the ground towards up to 3 random creatures within 20'. A creature targeted by this effect makes a DC 14 Dexterity save or takes 27 (6d8) bludgeoning damage, half on a successful save.



CRYSTAL HOLLOW

Medium undead, neutral evil

Armor Class 16 (natural armor, shield)
Hit Points 39 (6d8+12)
Speed 35'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +1
Damage Resistances necrotic, poison, bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities exhausted, poisoned
Senses darkvision 60' , passive Perception 10
Languages Draconic
Challenge 2 (450 XP)

Turn Immunity. The hollow is immune to effects that turn undead.

ACTIONS

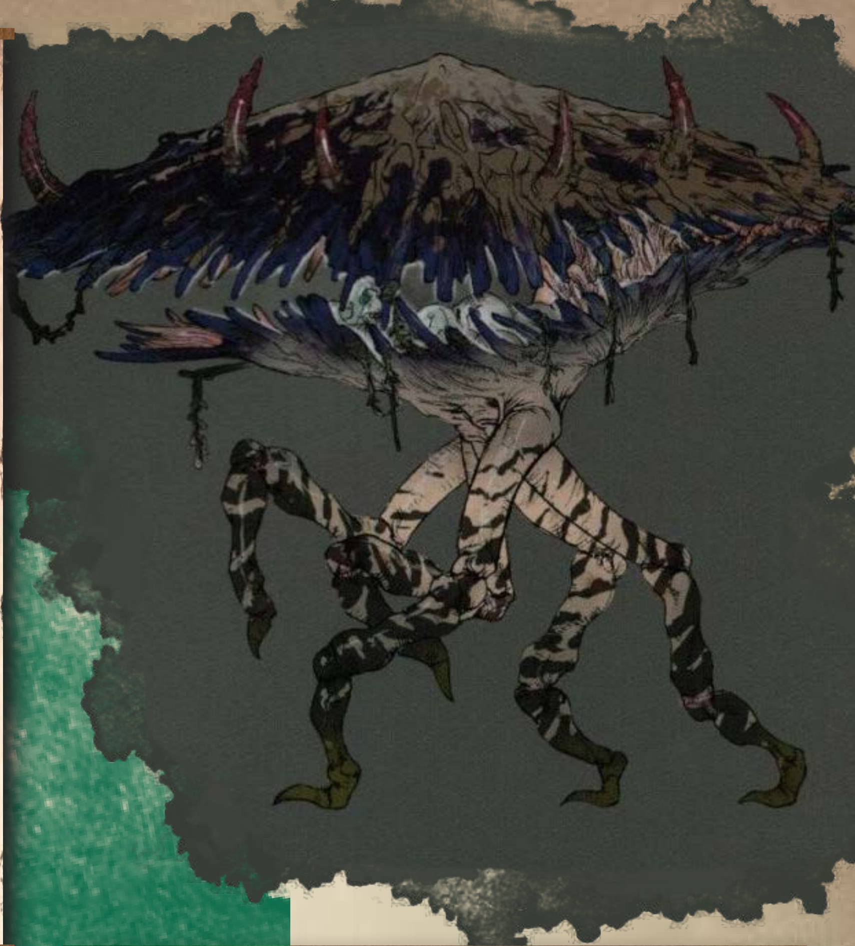
Multiattack. The hollow makes 2 melee weapon attacks.

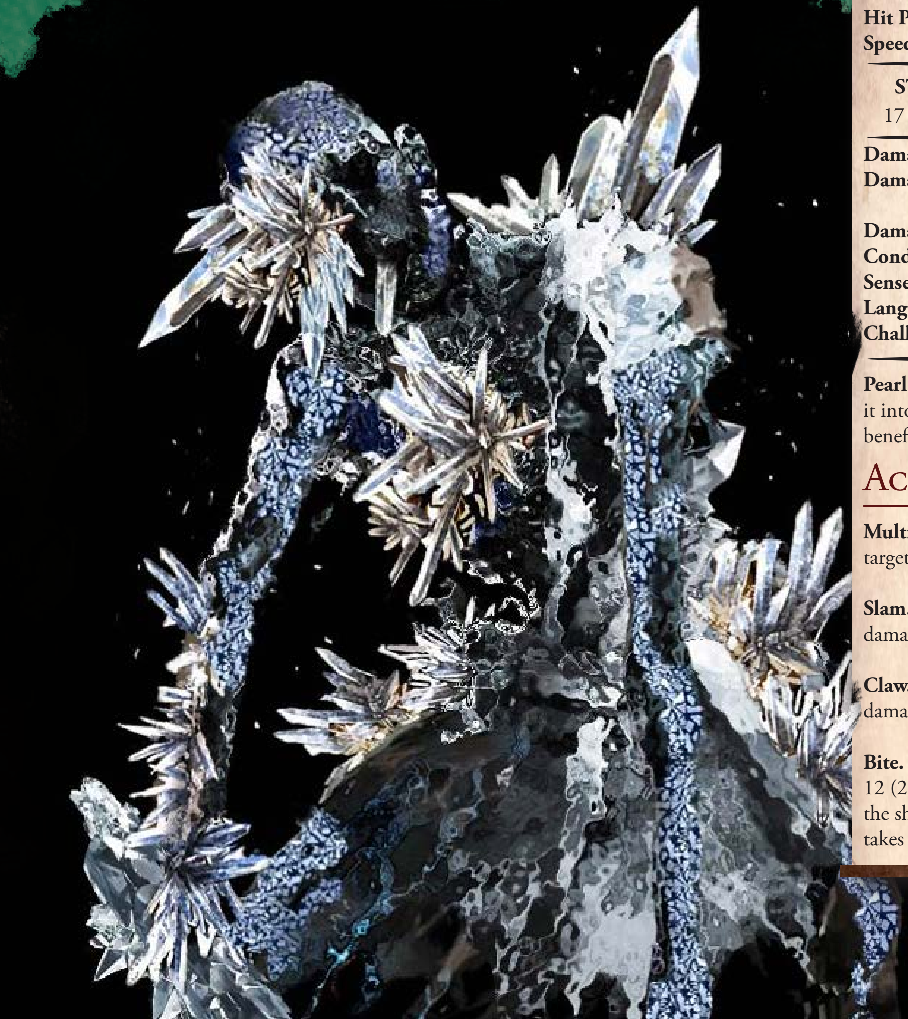
Longsword. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 12 (2d8+3) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600', one target. *Hit:* 10 (2d8+1) piercing damage.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 10 (3d4+3) bludgeoning damage. If the target is a Medium or smaller creature, it makes a DC 13 Strength save or is knocked prone.

Leaping Slash. The hollow leaps 15' towards a target and makes a longsword attack.





MAN-EATER SHELL

Medium monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 60 (8d8+24)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	3 (-4)	4 (-3)	2 (-4)

Damage Vulnerabilities poison
Damage Resistances force, radiant, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Vulnerabilities lightning, thunder
Condition Immunities blinded, deafened
Senses blindsight 60', passive Perception 13
Languages -
Challenge 5 (1800 XP)

Pearl Formation. The shell can spend an hour eating and digesting a corpse, turning it into a skull-shaped pearl. Obtaining and consuming such a pearl grants the benefits of *remove curse.*

ACTIONS

Multiattack. The shell makes 2 slam attacks or 2 claw attacks against the same target..

Slam. *Melee Weapon Attack:* +6 to hit, reach 10', one target. *Hit:* 12 (2d8+3) slashing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 14 (2d10+3) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5', one Medium or smaller creature. *Hit:* 12 (2d8+3) bludgeoning damage and the creature is grappled (escape DC 14) and the shell cannot attack another creature. A creature starting its turn grappled this way takes 35 (10d6) piercing damage.

Seath the Scaleless

Gargantuan dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 297 (17d20+119)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	24 (+7)	13 (+1)	16 (+3)

Saving Throws Str +14, Con +13, Int +13, Wis +7
Skills Arcana +19, History +13, Investigation +19, Perception +13, Religion +13
Damage Immunities force, radiant
Damage Resistances fire, cold
Damage Vulnerabilities lightning, thunder
Condition Immunities blinded, deafened, petrified
Senses blindsight 500' (blind beyond), passive Perception 23
Languages Draconic, Celestial, Abyssal, Common, Giant, Deep Speech
Challenge 18 (20000 XP)

Legendary Resistance (3/day). Seath succeeds a failed save.

Actions

Multiattack. Priscilla makes 3 melee attacks. Claw and tail attacks may not target the same creature.

Claw. *Melee Weapon Attack:* +14 to hit, reach 15', one target. *Hit:* 18 (3d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20', one target. *Hit:* 24 (3d10+8) bludgeoning damage.

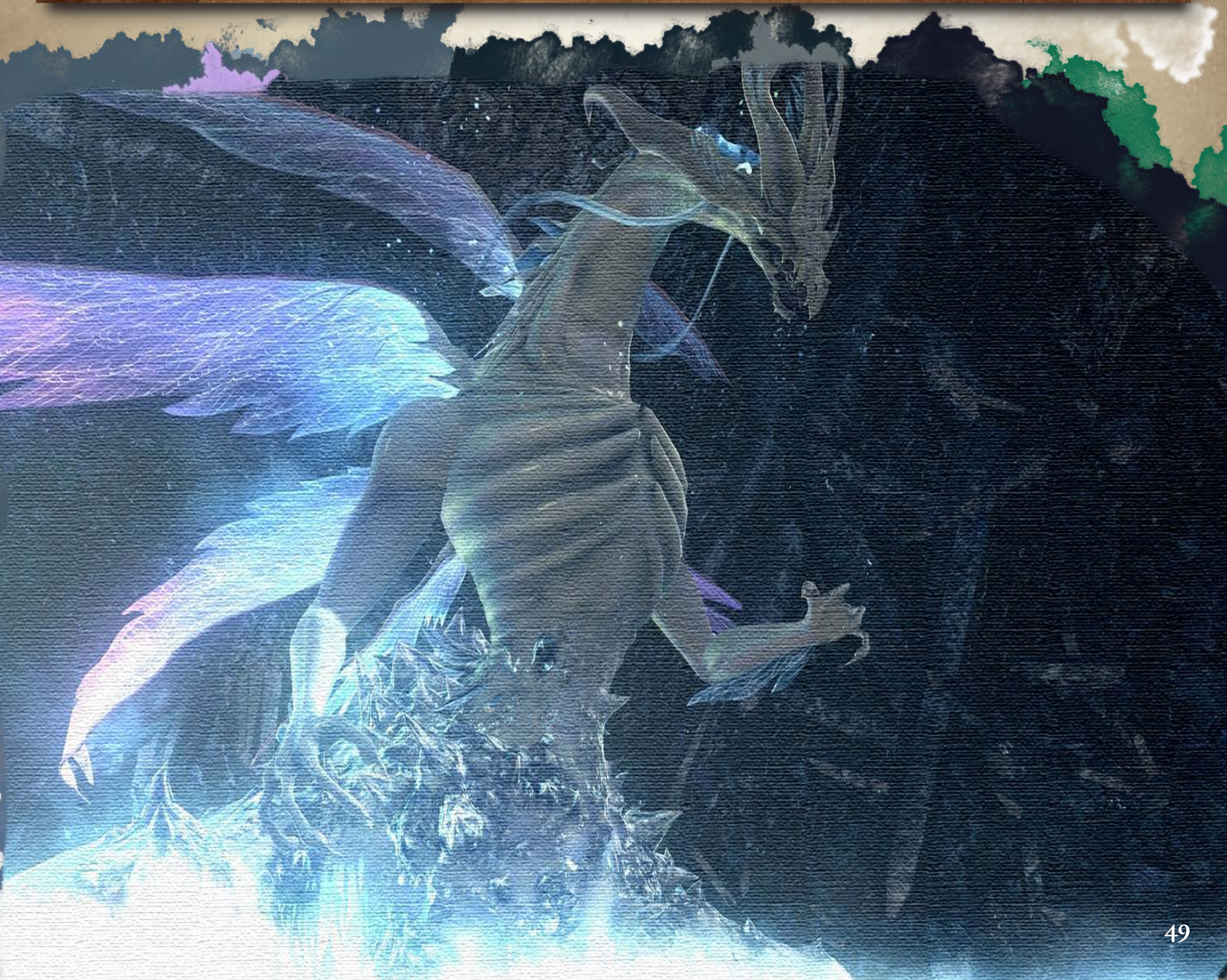
Crystal Breath (recharge 4-6). Seath exhales a white beam covering a 60' cone. Creatures in that area make a DC 20 Constitution save or take 44 (8d10) force damage, half on a successful save. On a failure, the creature's walking speed is reduced by 10'. A creature's speed reduced to 0 this way is petrified until *remove curse* or similar magic is applied.

The breath also covers the area in a crystalline surface of difficult terrain for 1 minute. Other creatures starting their turn in this difficult terrain or moving into it take 22 (4d10) magical piercing damage. If Seath uses this breath weapon again or moves through the surface, the crystals crack away and dissipate.

Legendary Actions

Seath can take 3 legendary actions, used after another creature's turn in initiative. He regains all legendary actions at the start of his turn

Detect. Seath makes a Perception check.
Tail. Seath makes a tail attack.
Charge (costs 2 actions). Seath charges his arcane essense. If he uses his breath weapon net turn, it is a 60' circle centered on himself, rather than a cone.



Egg Carrier

Medium fiend, chaotic evil

Armor Class 8
Hit Points 22 (4d8+4)
Speed 10'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	13 (+1)	6 (-2)	8 (-1)	6 (-2)

Senses darkvision 60' , passive Perception 9
Languages the languages it knew in life
Challenge 1/2 (100 XP)

Death Hatching. When the egg carrier dies, its eggs rupture, releasing 3d4 vile maggots within 5' of the carrier.

Actions

Claw. *Melee Weapon Attack:* +1 to hit, reach 5', one target. *Hit:* 10 (1d4-1) slashing damage.

Infect. The egg carrier leaps 5' toward a creature and attempts to grapple it (escape DC 9). If the grapple is successful, the egg carrier uses a hatching vile maggot to inject larvae into the target. The target makes a DC 11 Constitution save after every hour for 6 hours. On a failure, a grotesque egg sprouts form its head, imposing disadvantage on Perception checks and attacks. The egg remains until *greater restoration* or similar magic is applied.

Rockworm Demon

Huge fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 126 (12d12+48)
Speed 5', burrow 30'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	18 (+4)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Str +9, Con +7
Damage Resistances fire
Senses blindsight 30', tremorsense 60' (blind beyond), passive Perception 9
Languages -
Challenge 6 (2300 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed, leaving a 10' diameter tunnel.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 10', one target. *Hit:* 17 (2d10+6) piercing damage.

Acid Spit. *Ranged Weapon Attack:* +9 to hit, range 10/30', one target. *Hit:* 22 (3d10+6) acid damage and any nonmagical weapons or armor the target is wearing gains a -1 penalty until repaired.

Swipe. The worm swipes its body, covering a 15' cone in front of it. Creature in that area make a DC 17 Dexterity save or take 42 (12d6) bludgeoning damage.

Vile Maggot

Tiny fiend, chaotic evil

Armor Class 11
Hit Points 13 (3d8)
Speed 20'

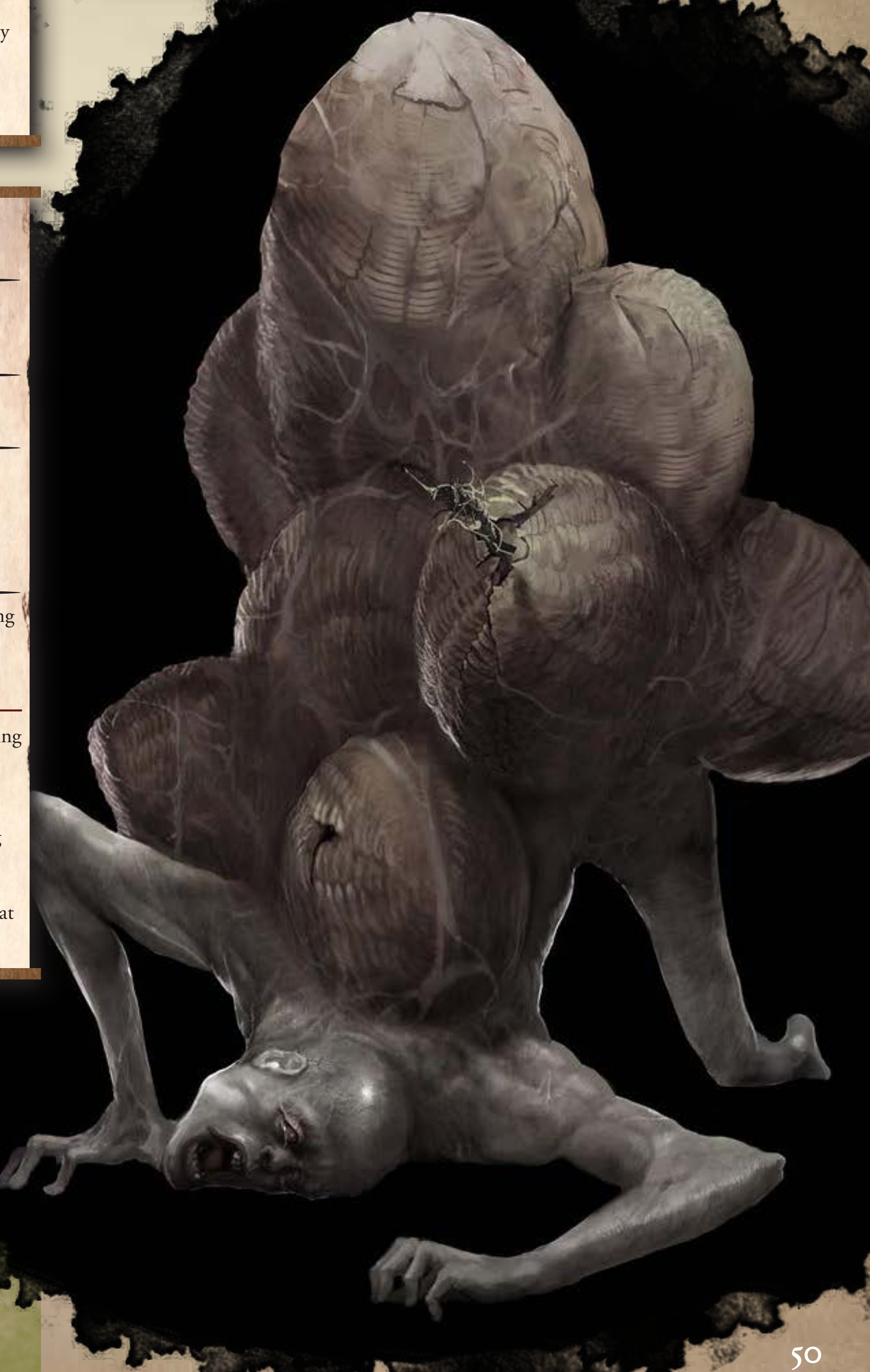
STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	6 (-2)	8 (-1)	3 (-4)

Senses darkvision 60' , passive Perception 9
Languages understands the languages it knew in life but cannot speak
Challenge 1/8 (25 XP)

Death Hatching. When the egg carrier dies, its eggs rupture, releasing 3d4 vile maggots within 5' of the carrier.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5', one creature. *Hit:* 4 (1d4+1) piercing damage.



CEASELESS DISCHARGE

Gargantuan fiend, unaligned

Armor Class 13 (natural armor)
Hit Points 165 (10d20+60)
Speed 20’

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	4 (-3)	6 (-2)	5 (-3)

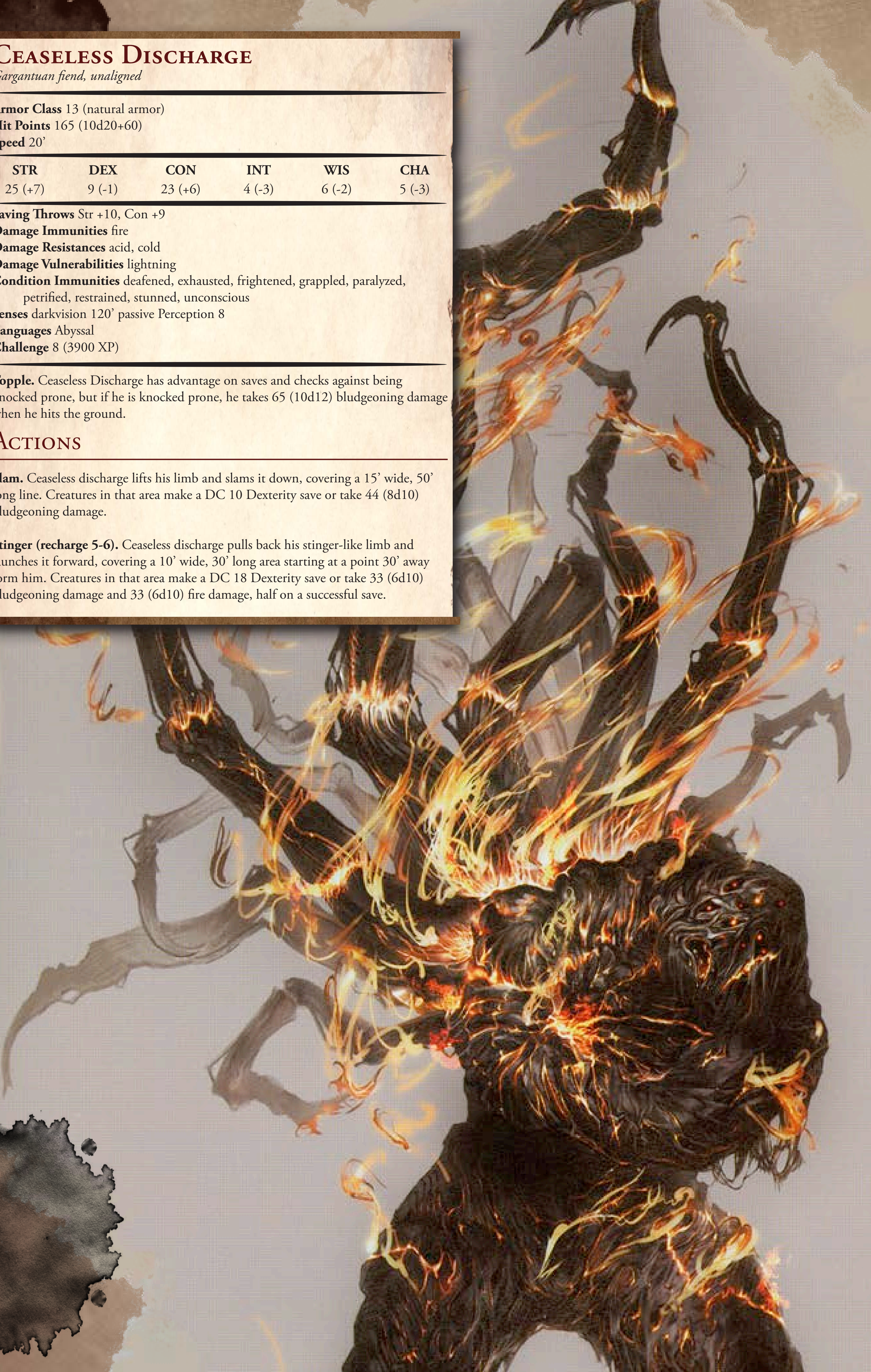
Saving Throws Str +10, Con +9
Damage Immunities fire
Damage Resistances acid, cold
Damage Vulnerabilities lightning
Condition Immunities deafened, exhausted, frightened, grappled, paralyzed, petrified, restrained, stunned, unconscious
Senses darkvision 120’ passive Perception 8
Languages Abyssal
Challenge 8 (3900 XP)

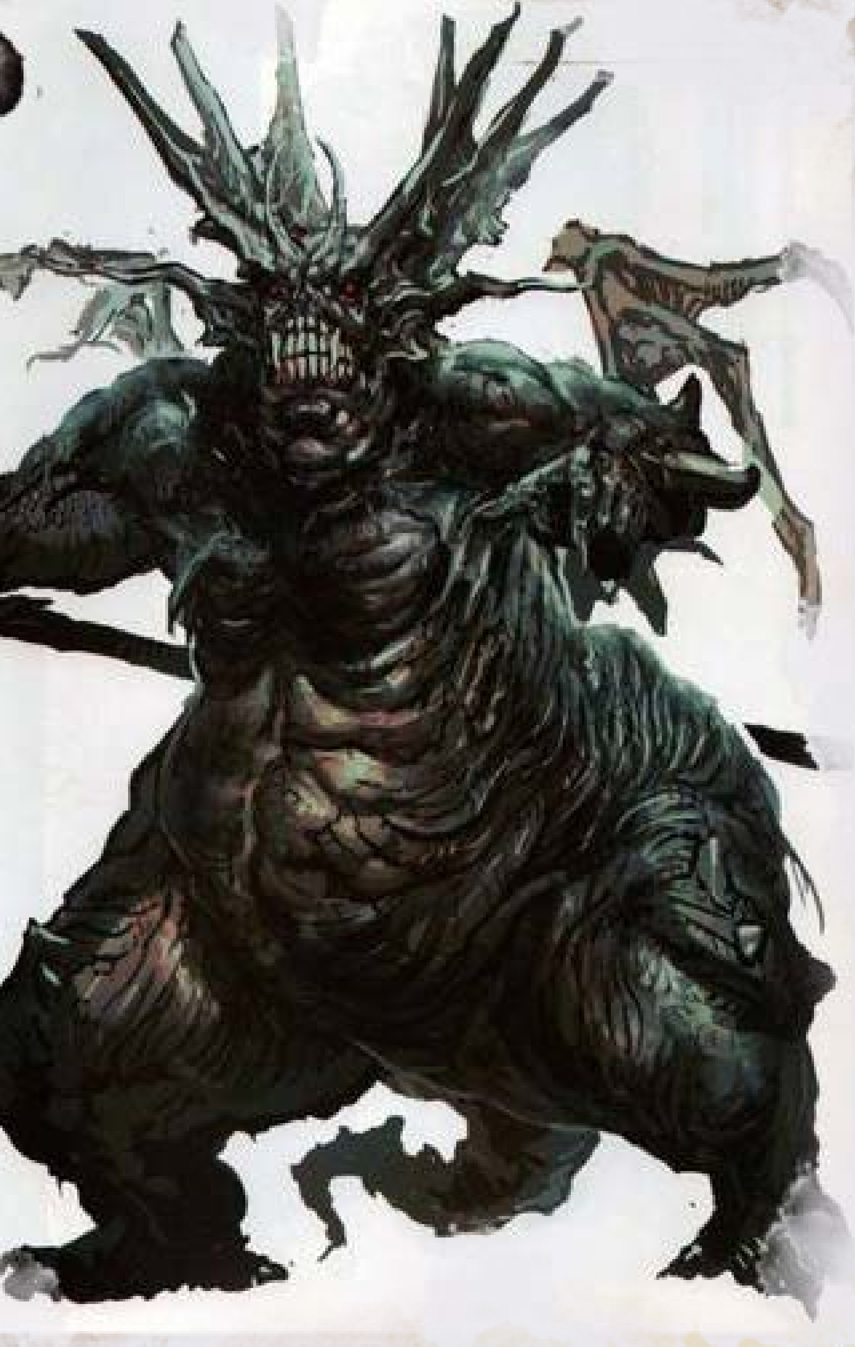
Topple. Ceaseless Discharge has advantage on saves and checks against being knocked prone, but if he is knocked prone, he takes 65 (10d12) bludgeoning damage when he hits the ground.

ACTIONS

Slam. Ceaseless discharge lifts his limb and slams it down, covering a 15’ wide, 50’ long line. Creatures in that area make a DC 10 Dexterity save or take 44 (8d10) bludgeoning damage.

Stinger (recharge 5-6). Ceaseless discharge pulls back his stinger-like limb and launches it forward, covering a 10’ wide, 30’ long area starting at a point 30’ away form him. Creatures in that area make a DC 18 Dexterity save or take 33 (6d10) bludgeoning damage and 33 (6d10) fire damage, half on a successful save.





Stray Demon and Firesage

In-game, the Demon Firesage and the Stray Demon are nearly identical. But since the firesage wields a catalyst which describes "fire sorceries", it makes sense for him to be a fire wizard than a demon with an axe.

For the stray demon, you could use the same stat block, or remove the spells. More interestingly, you could alter the spells slightly from entirely fire based to more control-based, as the stray demon guards the asylum basement.

Demon Firesage

Huge fiend, chaotic evil

Armor Class 16 (natural armor)
Hit Points 115 (10d12+60)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	17 (+3)	12 (+1)	13 (+1)

Saving Throws Dex +4, Con +8, Int +6, Wis +4
Skills Arcana +6, Perception +4, Religion +6
Damage Immunities fire
Damage Vulnerabilities lightning
Condition Immunities charmed, poisoned
Senses darkvision 120', passive Perception 14
Languages Abyssal, Celestial, Giant, Deep Speech
Challenge 8 (3900 XP)

Spellcasting. The firesage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (save DC 14, +6 to spell attacks). The firesage has the following wizard spells prepared:

Cantrips: *acid splash, fire bolt, light, prestidigitation*
1st level (4 slots): *burning hands, color spray, scorching ray, thunderwave*
2nd level (3 slots): *lava ship, flaming sphere*
3rd level (3 slots): *demon pyre, counterspell, dispel magic*
4th level (3 slots): *fire shield, wall of fire*
5th level (1 slots): *hold monster*

Actions

Staff. *Melee Weapon Attack:* +9 to hit, reach 20', one target. *Hit:* 20 (4d6+6) bludgeoning damage.

Flying Slam. The firesage flaps its wings and rises into the air before crashing into the ground, creating a 10' shockwave around it. Creatures in that area make a DC 17 Dexterity save or take 13 (3d8) bludgeoning damage.

Magic Wave (recharge 4-6). The firesage points at a space within 5' and a 15' sphere of force erupts from the sapce. Other creatures in that area make a DC 14 Dexterity save or take 27 (5d10) force damage and are knocked prone, half on a successful save.

CENTIPEDE DEMON

Gargantuan fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 214 (13d20+78)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	23 (+6)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Str +10, Con +9
Damage Immunities fire
Damage Resistances acid
Damage Vulnerabilities lightning
Condition Immunities deafened, exhausted, frightened, grappled, paralyzed, petrified, poisoned, restarined, stunned, grappled
Senses darkvision 120', passive Perception 10
Languages Abyssal
Challenge 13 (10000 XP)

Detaching Tails. The demon has 5 centipede tails on its body. When it takes 50 or more damage in a round, one of the tails detaches into a detached tail monster under the centipede demon's control, acting immediately after the centipede demon's turn in initiative.

Each detached tail has 15 AC, 20 hit points, and immunity to fire damage. When the centipede demon uses the multiattack action, it can replace one of its claw attacks with an identical claw attack form a detached tail. If a detached tail dies, a centipede tail regenerates on the centipede demon at the start of its turn.

ACTIONS

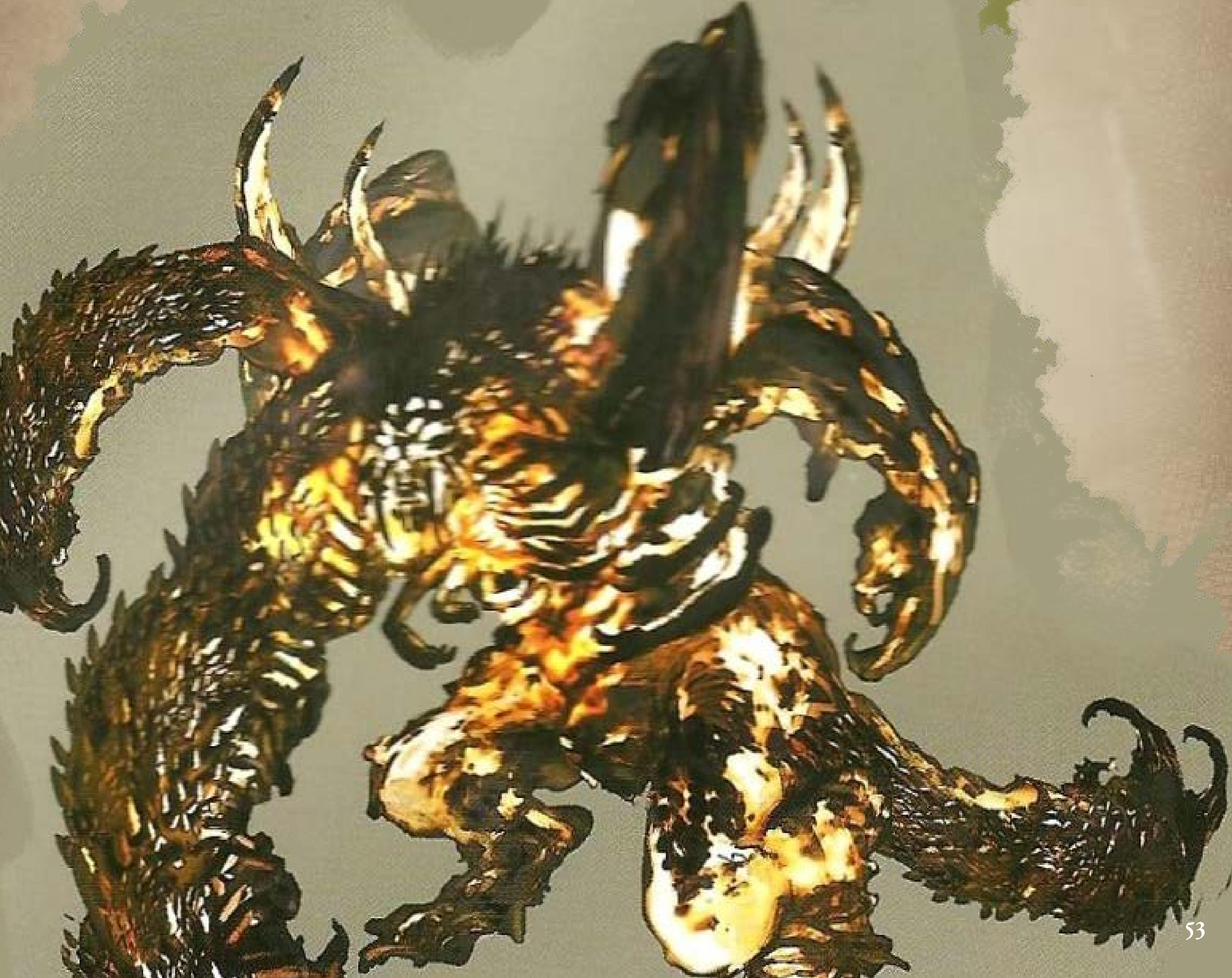
Multiattack. The demon makes 3 claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10', one target. *Hit:* 16 (2d8+7) slashing damage and 9 (2d8) fire damage.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10', one Large or smaller creature. *Hit:* 10 (2d8+1) piercing damage and 9 (2d8) fire damage, then the target is grappled (escape DC 20).

Sear. The demon takes a creature it is grappling and slams it into the demon's flaming toothy back, dealing 18 (4d8) piercing damage and 27 (6d8) fire damage. The demon then throws the target up to 25' away.

Lava Burst (recharge 5-6). The demon jumps in the air and blasts the ground below in lava, covering a 15' radius circle for 1 minute. Other creatures starting their turn in or moving into this lava take 27 (8d6) fire damage.



IZALITH STATUE

Medium fiend, chaotic evil

Armor Class 12 (natural armor)
Hit Points 33 (6d8+6)
Speed 15'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	13 (+1)	8 (-1)	13 (+1)	9 (-1)

Saving Throws Str +10, Con +9
Damage Immunities fire, acid
Damage Resistances all damage (due to petrfied status)
Damage Vulnerabilities lightning
Condition Immunities blinded, charmed, deafened, exhausted, frightened, grappled, prone, restrained, stunned, unconscious
Senses blindsight 30' (blind beyond), passive Perception 11
Languages understands Abyssal but cannot speak
Challenge 3 (700 XP)

Partially Petrified. The statue is petrified, but it is not incapacitated, it can move and is aware of its immediate surroundings.

ACTIONS

Lava Spew. The statue spews lava in a 5' wide, 15' long line or a 5' cone in front of it. Creature in that area make a DC 11 Dexterity save or take 14 (4d6) fire damage and have their speed halved.

CHAOS EATER

Large fiend, chaotic evil

Armor Class 14 (natural armor)
Hit Points 75 (10d10+20)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	14 (+2)	6 (-2)	11 (+0)	5 (-3)

Saving Throws Con +4
Damage Immunities acid, fire, poison
Damage Vulnerabilities lightning
Condition Immunities blinded, grappled, poisoned, prone
Senses passive Perception 9
Languages understands Abyssal but cannot speak
Challenge 0 (10 XP)

Fire and Acid Absorption. When the chaos eater is subjected to fire or acid damage, it takes no damage and instead regains hit points equal to the damage dealt.

Acid Spray. When the chaos eater takes slashing or piercing damage, acid sprays from its body, dealing 4 (1d8) acid damage to creatures within 5' of it.

ACTIONS

Multiattack. The chaos eater makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 8 (1d8+4) bludgeoning damage and if the target is a Medium or smaller creature it makes a DC 14 Strength save or is grappled (escape DC 14) and restrained by the chaos eater.

Acid Spew. The chaos eater sprays grey, sickly acid in a 10' cone in front of it. Creatures in that area make a DC 14 Dexterity save or take 16 (3d10) acid damage and any nonmagical weapons and armor the target is wearing gain a -1 penalty until repaired.

Swallow. The chaos eater makes a slam attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed, becoming blind and restrained with total cover against attacks from outside the chaos eater, unless the attack comes from above. While it has swallowed a creature, the chaos eater cannot take actions other than to spew acid at the swallowed creature, ignoring recharge.

If the chaos eater takes 20 or more damage in a single turn, it regurgitates the swallowed creature, which falls prone 10 away from the chaos eater.

BOUNDING DEMON

Huge fiend, unaligned

Armor Class 12 (natural armor)
Hit Points 94 (9d12+36)
Speed 40'

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	7 (-2)	4 (-3)

Saving Throws Str +8, Con +7
Damage Immunities fire
Damage Vulnerabilities lightning
Condition Immunities blinded, deafened, grappled, prone, restrained, stunned
Senses blindsight 60' (blind beyond), passive Perception 8
Languages understands Abyssal and Draconic but cannot speak
Challenge 5 (1800 XP)

ACTIONS

Multiattack. The demon makes 2 stomp attacks.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 18 (3d8+5) bludgeoning damage.

Jumping Slam. The demon jumps 60' upward and remains airborne until the end of the next turn in initiative. It then lands, crashing into the ground, covering a 10' radius circle beneath it and dealing 18 (4d8) bludgeoning damage to creatures in the area.

CHAOS BUG

Tiny fiend, chaotic evil

Armor Class 11
Hit Points 7 (3d4)
Speed 10', climb 10'

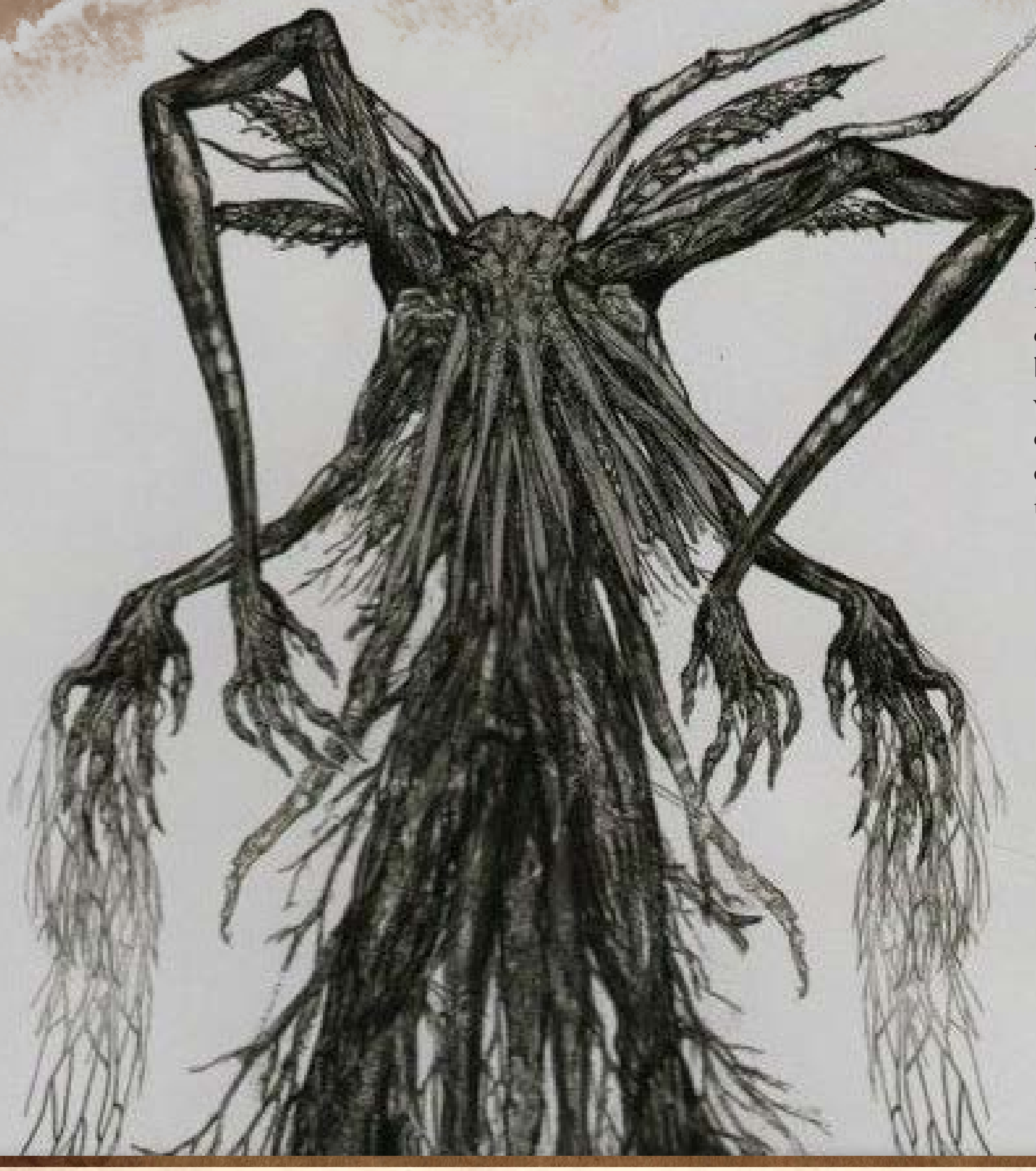
STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	6 (-2)	8 (-1)	11 (+0)

Saving Throws Str +10, Con +9
Damage Immunities fire
Senses passive Perception 9
Languages understands Abyssal but cannot speak
Challenge 0 (10 XP)

Alluring Light. The chaos bug can choose to shine bright light in a 60' radius and dime light in another 60'. If it is killed while this light is shining, the light continues to shine indefinitely, but a creature touching the shining bug is targeted by its parasitize action every hour.

ACTIONS

Parasitize. While its alluring light is active, the chaos bug can force a humanoid within 5' to make a DC 8 Charisma save. On a failure, the chaos bug attaches itself to the head of the target, taking control of it until the target benefits from *remove curse* or similar magic.



Bed of Chaos

The puzzle boss instant kill mechanics of the Bed of Chaos don't translate well to DnD, so instead the Bed is presented here as a extremely difficult but still environment-based boss. The stat block describes a cavity within the bed holding a lord or other prisoner. For the most faithful encounter, the Bed should die once the prisoner within its cavity is freed.

Bed of Chaos

Gargantuan fiend, chaotic evil

Armor Class 16 (natural armor)
Hit Points 330 (20d20+120)
Speed 5', climb 5

STR	DEX	CON	INT	WIS	CHA
26 (+8)	7 (-2)	24 (+7)	7 (-2)	14 (+2)	18 (+4)

Saving Throws Con +13, Wis +8, Cha +10
Damage Immunities acid, fire
Condition Immunities blinded, charmed, deafened, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses blindsight 120', passive Perception 12
Languages Abyssal, Celestial
Challenge 18 (20000 XP)

Chaos Seals. The bed of chaos has two chaos seals: large, flaming branches on each of its sides. When the bed of chaos takes 100 damage, one of these seals is broken, unsealing 1 arm of chaos and allowing the bed of chaos to take actions using arms of chaos.

An enemy can also directly target a chaos seal, dealing double damage to the bed itself. The seals themselves are covered by thick branches providing 50 temporary hit points each.

Chaos Branches. The bed of chaos has a 50' radius spherical cavity in its center (usually holding a lord). This cavity is filled with thick branches, a 5' cube of these branches has 5 hit points, seperate from the bed of chaos's hit points.

Actions

Multiattack. The bed of chaos makes 2 slam attacks. If an arm of chaos has been unsealed, it can replace a slam attack with a claw attack for each arm unsealed.

Slam. *Melee Weapon Attack:* +4 to hit, reach 25', one target. *Hit:* 39 (6d12) bludgeoning damage and the target makes a DC 22 Strength save or it is knocked prone.

Claw (1 or 2 Arms of Chaos unsealed). The bed of chaos slams its clawed arm of chaos into the ground at a point within 40', then scrapes the ground in a 10' wide, 30' long line toward itself. Creatures in that area make a DC 14 Dexterity save or take 18 (4d8) slashing damage and 27 (6d8) fire damage, half on a successful save.

Pyre Spit (2 Arms of Chaos unsealed). The ned of chaos spits 3 lava orbs, each landing on a point of its choice within 60'. Where an orb lands, lava explodes in a 20' sphere. Creatures in that area make a DC 18 Dexterity save or take 21 (6d6) fire damage, half on a successful save.

The leve then forms a pool on the ground under the sphere for 1 minute. Creatures moving into or starting their turn in this lava take 14 (4d6) fire damage and have their speed halved.

Pyrestorm (2 Arms of Chaos unsealed) (recharge 5-6). The bed of chaos raises its arms of chaos and slams them into the ground, generating geysers of demonic fire in a 120' circle centered on a point within 30' of the bed of chaos. Creature's of the bed of chaos's choice within this circle make a DC 18 Dexterity save or is hit by one of the geysers, taking 66 (12d10) fire damage and being knocked into the air then faling prone. Creatures succeeding this save take half as much damage and suffer no other effect.

TOMB SKELETON

Medium undead, chaotic evil

Armor Class 15 (natural armor, shield)
Hit Points 19 (3d8+6)
Speed 30’

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	7 (-2)	8 (-1)	6 (-2)

Saving Throws Dex +5
Skills Acrobatics +5, Perception +1
Damage Immunities poison
Damage Vulnerabilities fire, radiant
Condition Immunities exhausted, poisoned, petrified
Senses darkvision 120’ (through magical darkness), passive Perception 11
Languages -
Challenge 1/2 (100 XP)

Blade Roll. The skeleton can use its action to spin its scimitar while it rolls toward a target. The skeleton’s speed is halved, but if it touches a creature while rolling this way, the target takes 1 slashing damage.

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5’, one target. *Hit:* 6 (1d6+3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320’, one target. *Hit:* 6 (1d6+3) piercing damage.

REACTIONS

Parry. In response to being hit with a melee weapon attack, the skeleton makes a Sleight of Hand check against the incoming attack roll. If it succeeds, the attack misses and as part of the same reaction, the skeleton makes a melee weapon attack against the target.

TOMB SKELETON BEAST

Large undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 93 (11d10+33)
Speed 30’

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws Con +6
Damage Immunities poison
Damage Vulnerabilities fire, radiant
Condition Immunities exhausted, frightened, poisoned, petrified
Senses darkvision 120’ (through magical darkness), passive Perception 11
Languages -
Challenge 5 (1800 XP)

Bestial Rage. The beast can use its bonus action to go into a rage for the turn, increasing its reach by 5’ and making melee attacks with advantage. But, at the end of the turn, it falls prone.

ACTIONS

Multiattack. The beast makes 2 claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5’, one target. *Hit:* 17 (3d8+4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10’, one target. *Hit:* 20 (3d10+4) piercing damage.

TOMB SKELETON GIANT

Large undead, chaotic evil

Armor Class 11
Hit Points 90 (12d10+24)
Speed 25’

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	7 (-2)	8 (-1)	6 (-2)

Saving Throws Dex +3
Skills Athletics +5, Perception +1
Damage Immunities poison
Damage Vulnerabilities fire, radiant
Condition Immunities exhausted, poisoned, petrified
Senses darkvision 120’ (through magical darkness), passive Perception 11
Languages -
Challenge 4 (1100 XP)

ACTIONS

Multiattack. The skeleton makes 2 melee weapon attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 10’, one target. *Hit:* 12 (2d8+3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600’, one target. *Hit:* 10 (2d6+3) piercing damage.

BONE TOWER

Large undead, unaligned

Armor Class 13 (natural armor)
Hit Points 45 (7d10+7)
Speed 25’

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	7 (-2)	8 (-1)	6 (-2)

Damage Immunities poison
Damage Vulnerabilities fire, radiant
Condition Immunities exhausted, poisoned, petrified
Senses darkvision 120’ (through magical darkness), passive Perception 11
Languages -
Challenge 1 (200 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 10’, all creatures within reach. *Hit:* 6 (1d4+4) slashing damage.

Fall. The tower falls prone, covering a 5’ wide, 15’ long line. Creatures in that area make a DC 14 Dexterity save or take 13 (3d8) bludgeoning damage, half on a successful save. The tower then remans prone until the start of its next turn.

BONE WHEEL

Medium undead, chaotic evil

Armor Class 13
Hit Points 19 (3d8+6)
Speed 10’

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	7 (-2)	8 (-1)	6 (-2)

Saving Throws Dex +5
Skills Acrobatics +5, Perception +1
Damage Immunities poison
Damage Vulnerabilities fire, radiant
Condition Immunities exhausted, poisoned, petrified
Senses darkvision 120’ (through magical darkness), passive Perception 11
Languages -
Challenge 1 (200 XP)

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5’, one target. *Hit:* 1 bludgeoning damage.

Death Wheel. The bone wheel begins spinning its wheeled torso, increased its speed by 40 but forcing it to move mostly forward. While spinning this way, any creature touching the bone wheel along its movement takes 3 (1d6) slashing damage. If the bone wheel runs directly into a creature or object, the skeleton rolls in place, dealing 3 (1d6) slashing damage for every 5’ of movement it spend in place. A creature can use its reaction to make a DC 11 Athletics check, stopping its movement on a success.

TOMB NECROMANCER

Medium undead, chaotic evil

Armor Class 10
Hit Points 78 (12d8+24)
Speed 30’

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	14 (+2)	7 (-2)	17 (+3)	9 (-1)

Damage Immunities poison
Condition Immunities exhausted, poisoned, petrified
Senses darkvision 120’ (through magical darkness), passive Perception 13
Languages Celestial
Challenge 1 (200 XP)

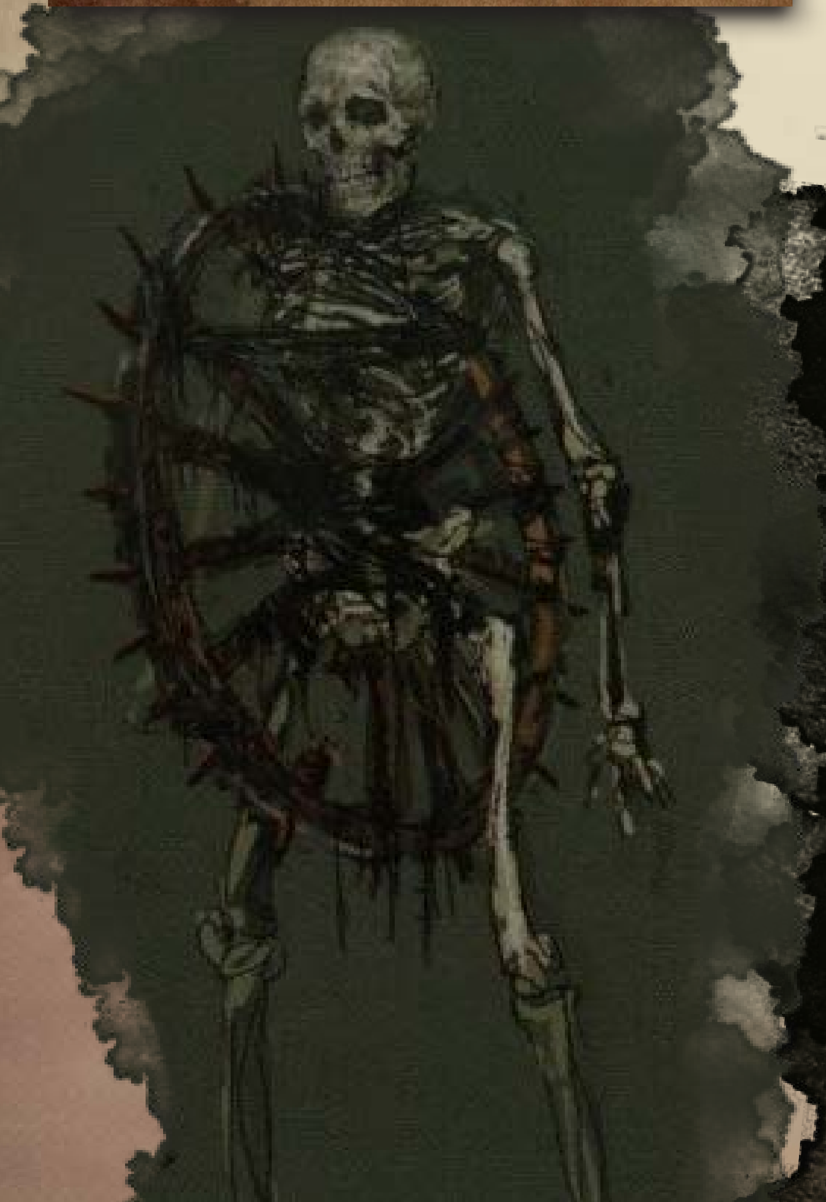
Spellcasting. The necromancer is an 8th-level spellcaster. Its spellcasting ability is Wisdom (save DC 13, +5 to spell attacks). The necromancer has the following cleric spells prepared:

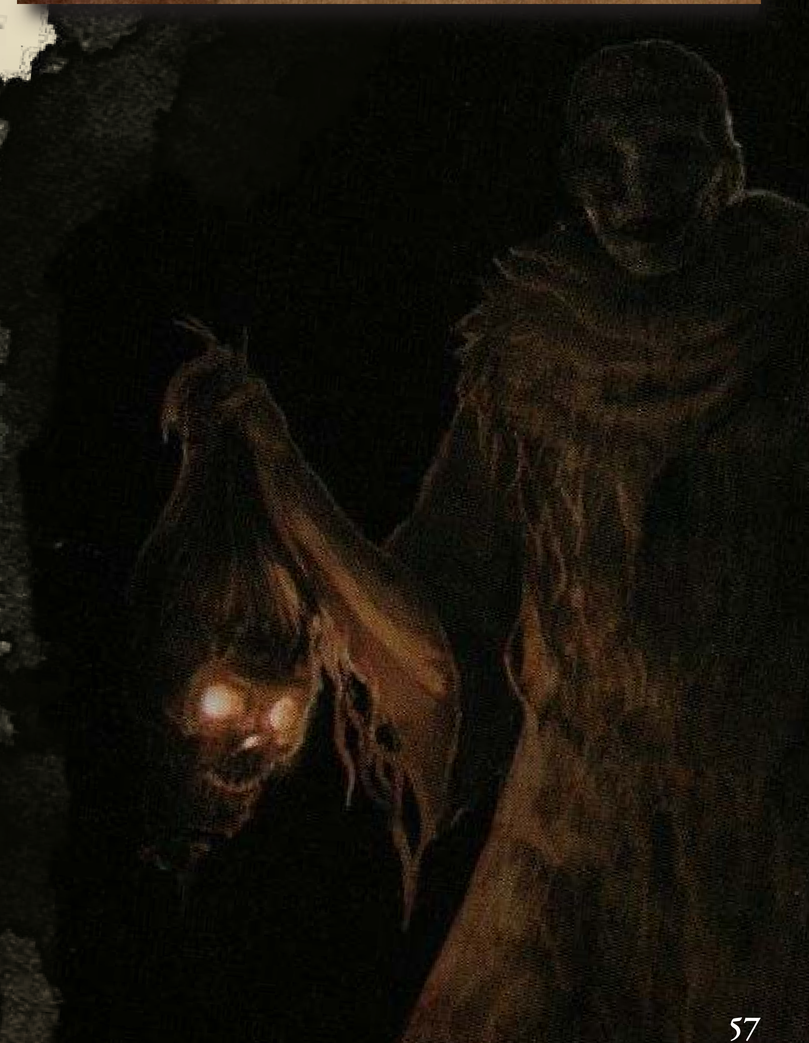
Cantrips: *guidance, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, cure wounds, detect magic, false life, inflict wounds, ray of sickness*
2nd level (3 slots): *blindness/deafness, gentle repose, lesser restoration, locate object, ray of enfeeblement*
3rd level (3 slots): *animate dead, dispel magic, spirit guardians, vampiric touch*
4th level (2 slots): *banishment, blight, death ward, guardian of faith*

Skeletal Thralls. The necromancer has control over up to 6 skeletons within 60’ of it. If one of these skeletons is reduced to 0 hit points, the necromancer can use its bonus action to revive it. As long as it has not been slain for longer than 1 minute and was not slain with radiant damage, it is revived, regaining 4d8+3 hit points.

ACTIONS

Lantern’s Flame. *Ranged Spell Attack:* +6 to hit, range 150/600’, one target. *Hit:* 9 (1d12+3) fire damage.





PINWHEEL

Medium undead, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 143 (22d8+44)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
7 (-2)	9 (-1)	15 (+2)	18 (+4)	13 (+1)	9 (-1)

Saving Throws Con +6, Int +8
Skills Arcana +6, History +6, Perception +5, Religion +8
Damage Immunities necrotic, poison
Damage Resistances cold, fire
Condition Immunities blinded, charmed, deafened, exhausted, frightened, poisoned, prone.
Senses darkvision 120' (through magical darkness), passive Perception 15
Languages Common, Celestial, Draconic, Deep Speech
Challenge 10 (5900 XP)

Spellcasting. Pinwheel is a 9th-level spellcaster. His spellcasting ability is Intelligence (save DC 16, +8 to spell attacks). He has the following wizard spells prepared:

Cantrips: *chill touch, firebolt, prestidigitation, shocking grasp*
1st level (4 slots): *burning hands, detect magic, shield, witch bolt*
2nd level (3 slots): *blur, ray of enfeeblement*
3rd level (3 slots): *counterspell, fireball, slow*
4th level (3 slots): *blight, fire shield, wall of fire*
5th level (1 slot): *contact other plane*

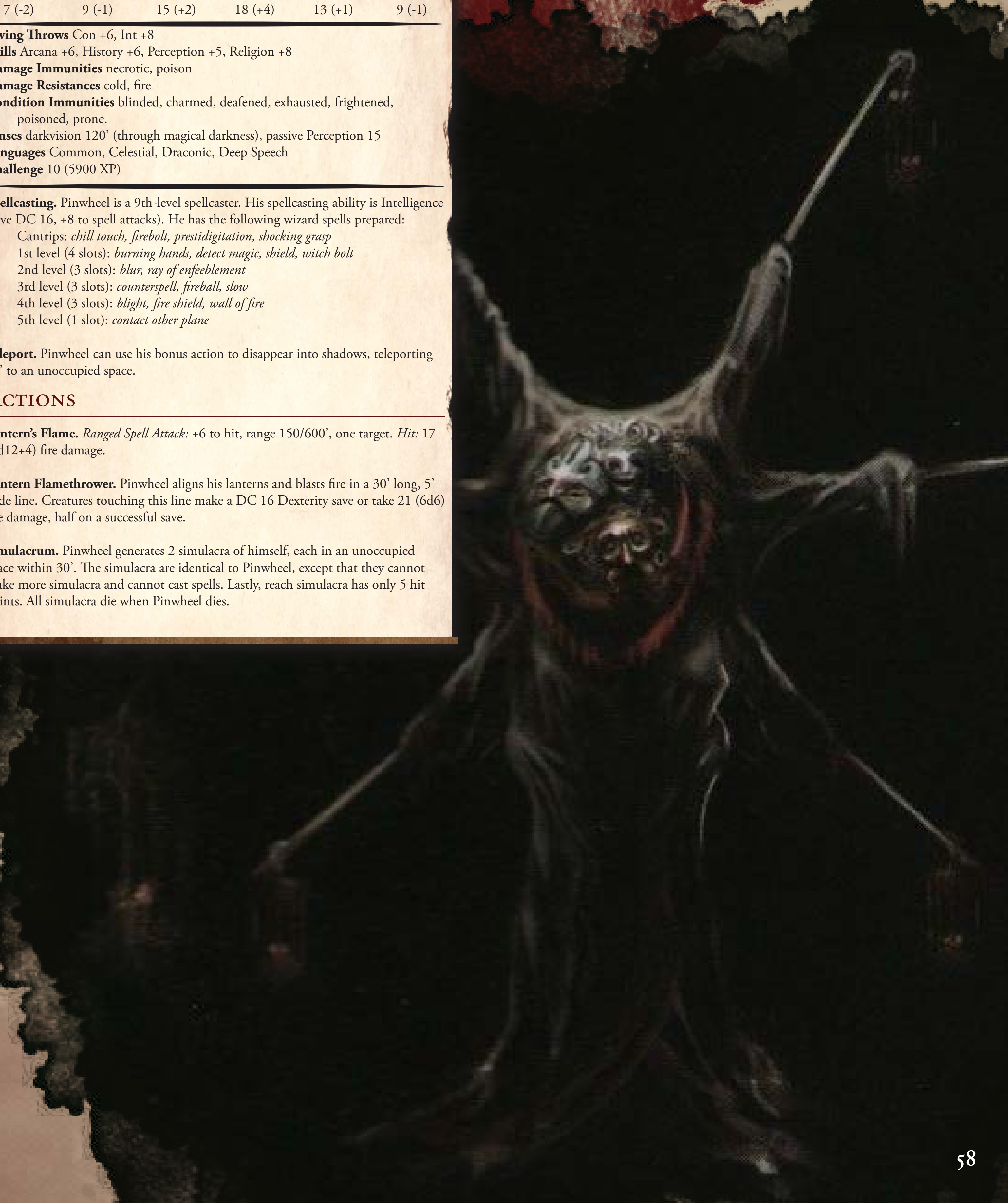
Teleport. Pinwheel can use his bonus action to disappear into shadows, teleporting 60' to an unoccupied space.

ACTIONS

Lantern's Flame. *Ranged Spell Attack:* +6 to hit, range 150/600', one target. *Hit:* 17 (2d12+4) fire damage.

Lantern Flamethrower. Pinwheel aligns his lanterns and blasts fire in a 30' long, 5' wide line. Creatures touching this line make a DC 16 Dexterity save or take 21 (6d6) fire damage, half on a successful save.

Simulacrum. Pinwheel generates 2 simulacra of himself, each in an unoccupied space within 30'. The simulacra are identical to Pinwheel, except that they cannot make more simulacra and cannot cast spells. Lastly, reach simulacra has only 5 hit points. All simulacra die when Pinwheel dies.



Gravelord Nito

Huge undead, true neutral

Armor Class 17 (natural armor)
Hit Points 184 (16d12+80)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	14 (+2)	24 (+7)	13 (+1)

Saving Throws Con +11, Int +6, Wis +13
Skills Arcana +8, History +8, Investigation +8, Perception +13, Religion +8
Damage Immunities necrotic, poison
Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons.
Condition Immunities blinded, charmed, deafened, exhausted, frightened, petrified, poisoned, prone, unconscious
Senses darkvision 300' (through magical darkness), passive Perception 23
Languages Celestial, Common, Giant
Challenge 18 (20000 XP)

Legendary Resistance (3/day). Nito succeeds a failed save.

Spellcasting. Nito is an 18th-level spellcaster. His spellcasting ability is Wisdom (save DC 21, +13 to spell attacks). He has the following cleric spells prepared:

Cantrips: *guidance, resistance, sacred flame, spare the dying, thauaturgy*
1st level (4 slots): *bane, cure wounds, false life, healing word, inflict wounds, ray of sickness, sanctuary*
2nd level (3 slots): *blindness/deafness, continual falme, gentle repose, hold person, ray of enfeeblement, silence, spiritual weapon*
3rd level (3 slots): *animate dead, bestow curse, dispel magic, mass healing word, vampiric touch*
4th level (3 slots): *banishment, blight, death ward, guardian of faith*
5th level (3 slots): *nito's grave swords, antilife shell, contagion, insect plague*
6th level (3 slots): *create undead, harm*
7th level (3 slots): *plane shift, resurrection*
8th level (3 slots): *antimagic field, holy aura*
9th level (3 slots): *mass heal, true resurrection*

Turn Immunity. Nito is immune to effects that turn undead.

Actions

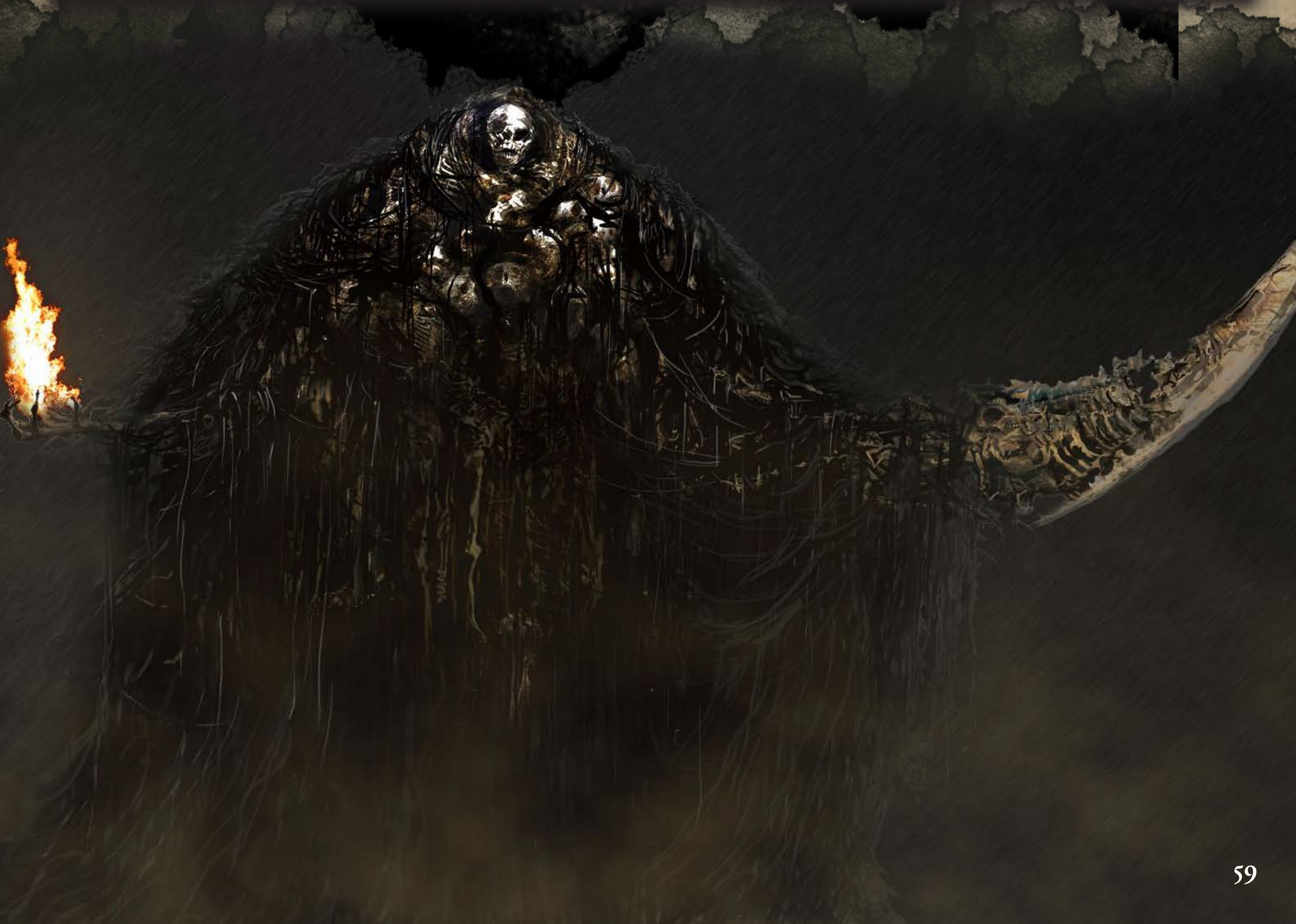
Gravesword. *Melee Weapon Attack:* +10 to hit, reach 10', one target. *Hit:* 13 (2d8+4) slashing damage and 18 (4d8) necrotic damage.

Sword Dance. *Ranged Spell Attack:* +13 to hit, range 30/120', one creature. *Hit:* 18 (2d10+7) piercing damage and the target makes a DC 21 Strength save or is knocked into the air, then falls prone.

Legendary Actions

Nito can take 3 legendary actions, used after another creature's turn in initiative. He regains all legendary actions at the start of his turn

Cantrip. Nito makes a Perception check.
Gravesword. Nito makes a gravesword attack.
Miasma (costs 3 actions). Nito crouches and covers himself with necrotic energy, then releases it in a wave of blackness. CCreatures within 30' of Nito make a DC 21 Constitution save or take 36 (8d8) necrotic damage and becomes poisoned for 1 minute. A creature poisoned this way takes 3 (1d6) poison damage at the start of each turn, ending the effect on a success.



Accursed Ghost

Medium undead, neutral evil

Armor Class 13
Hit Points 33 (6d8+6)
Speed 0’, fly 30’ (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	7 (-2)	8 (-1)	6 (-2)

Damage Immunities necrotic, poison, bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Resistances acid, cold, lightning, thunder
Condition Immunities charmed, exhausted, frightened, grappled, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60’ (blind beyond), passive Perception 11
Languages understands languages it knew in life but cannot speak
Challenge 3 (700 XP)

Ghostly Movement. The ghost can move through other creatures and objects, and can stop inside creatures and objects without difficulty.

Sunlight Sensitivity. In sunlight, the ghost has disadvantage on attacks and Perception checks relying on sight.

Surprise Attack. During the first round of combat, if the ghost surprises a creature and hits it with an attack, the target takes an additional 10 (3d6) necrotic damage.

Ethereal Weapons. The ghost’s weapons are magical, and treat their target’s AC as 10 + their Dexterity modifier, rather than their normal AC.

Actions

Multiattack. The ghost makes 2 knife attacks.

Knife. *Melee Weapon Attack:* +5 to hit, reach 5’, one target. *Hit:* 8 (2d4+3) piercing damage.

Reaching Stab. *Melee Weapon Attack:* +5 to hit, reach 20’, one target. *Hit:* 8 (2d4+3) piercing damage.

Accursed Ghost Mother

Medium undead, neutral evil

Armor Class 13
Hit Points 42 (8d8+8)
Speed 0’, fly 30’ (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	12 (+1)	8 (-1)	16 (+3)	6 (-2)

Damage Immunities necrotic, poison, bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Resistances acid, cold, lightning, thunder
Condition Immunities charmed, exhausted, frightened, grappled, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 120’ (blind beyond), passive Perception 11
Languages understands languages it knew in life but cannot speak
Challenge 4 (1100 XP)

Ghostly Movement. The ghost can move through other creatures and objects, and can stop inside creatures and objects without difficulty.

Sunlight Sensitivity. In sunlight, the ghost has disadvantage on attacks and Perception checks relying on sight.

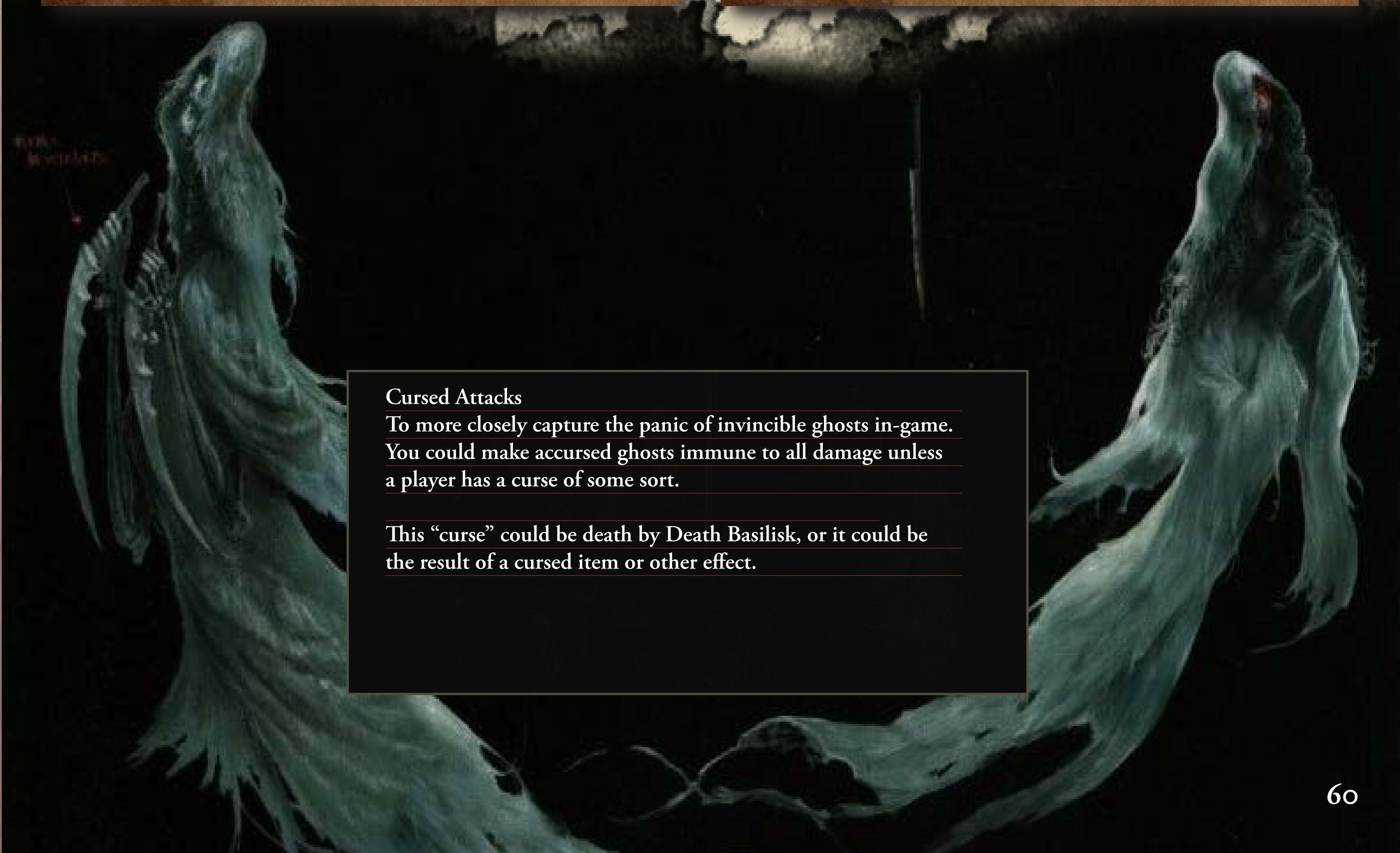
Surprise Attack. During the first round of combat, if the ghost surprises a creature and hits it with an attack, the target takes an additional 10 (3d6) necrotic damage.

Ethereal Weapons. The ghost’s weapons are magical, and treat their target’s AC as 10 + their Dexterity modifier, rather than their normal AC.

Actions

Reaching Stab. *Melee Weapon Attack:* +5 to hit, reach 20’, one target. *Hit:* 8 (2d4+3) piercing damage.

Lightning Screech. *Ranged Spell Attack:* +5 to hit, range 30/120’, one target. *Hit:* 19 (3d10+3) lightning damage and the target makes a DC 13 Constitution save or is stunned until the end of its next turn.



Cursed Attacks

To more closely capture the panic of invincible ghosts in-game. You could make accursed ghosts immune to all damage unless a player has a curse of some sort.

This “curse” could be death by Death Basilisk, or it could be the result of a cursed item or other effect.

DARKWRAITH

Medium aberration, neutral evil

Armor Class 19 (half plate, shield)
Hit Points 90 (12d8+36)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Str +7, Dex +5
Skills Athletics +7, Arcana +3, Intimidation +6
Damage Resistances necrotic, radiant
Condition Immunities charmed, frightened
Senses darkvision 120' (through magical darkness), passive Perception 11
Languages Common, Deep Speech
Challenge 5 (1800 XP)

Lifedrain Shield. The darkwraith can don or doff its shield without using an action.

ACTIONS

Multiattack. The darkwraith makes 4 longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 8 (1d8+4) slashing damage or 9 (1d10+4) slashing damage with two hands.

Lifedrain. *Melee Weapon Attack:* +7 to hit, reach 5', one Medium or smaller humanoid. *Hit:* 6 (1d4+3) necrotic damage and the target is grappled (escape DC 14). At the end of the target's next turn, if it is still grappled, its maximum hit points are decreased by the necrotic damage dealt by this attack. Then, the darkwraith has a +3 bonus to all damage rolls for 1 minute.

REACTIONS

Heavy Block. If forced to make a Dexterity save for which a success deals half damage, the darkwraith can use its reaction to take no damage on a successful save.

MASS OF SOULS

Large aberration, chaotic evil

Armor Class 8
Hit Points 195 (23d10+69)
Speed 10'

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	16 (+3)	7 (-2)	10 (+0)	8 (-1)

Damage Immunities necrotic, poison
Damage Vulnerabilities fire, radiant
Condition Immunities blinded, deafened, frightened, grappled, petrified, poisoned, prone, restrained, unsconscious.
Senses darkvision 120' (through magical darkness), passive Perception 10
Languages Deep Speech
Challenge 8 (3900 XP)

Abberant Ground. The ground in a 10' radius about the mass is difficult terrain. A creature starting its turn in that terrain makes a DC 11 Strength save or has its speed reduced to 0 until the start of the mass's next turn.

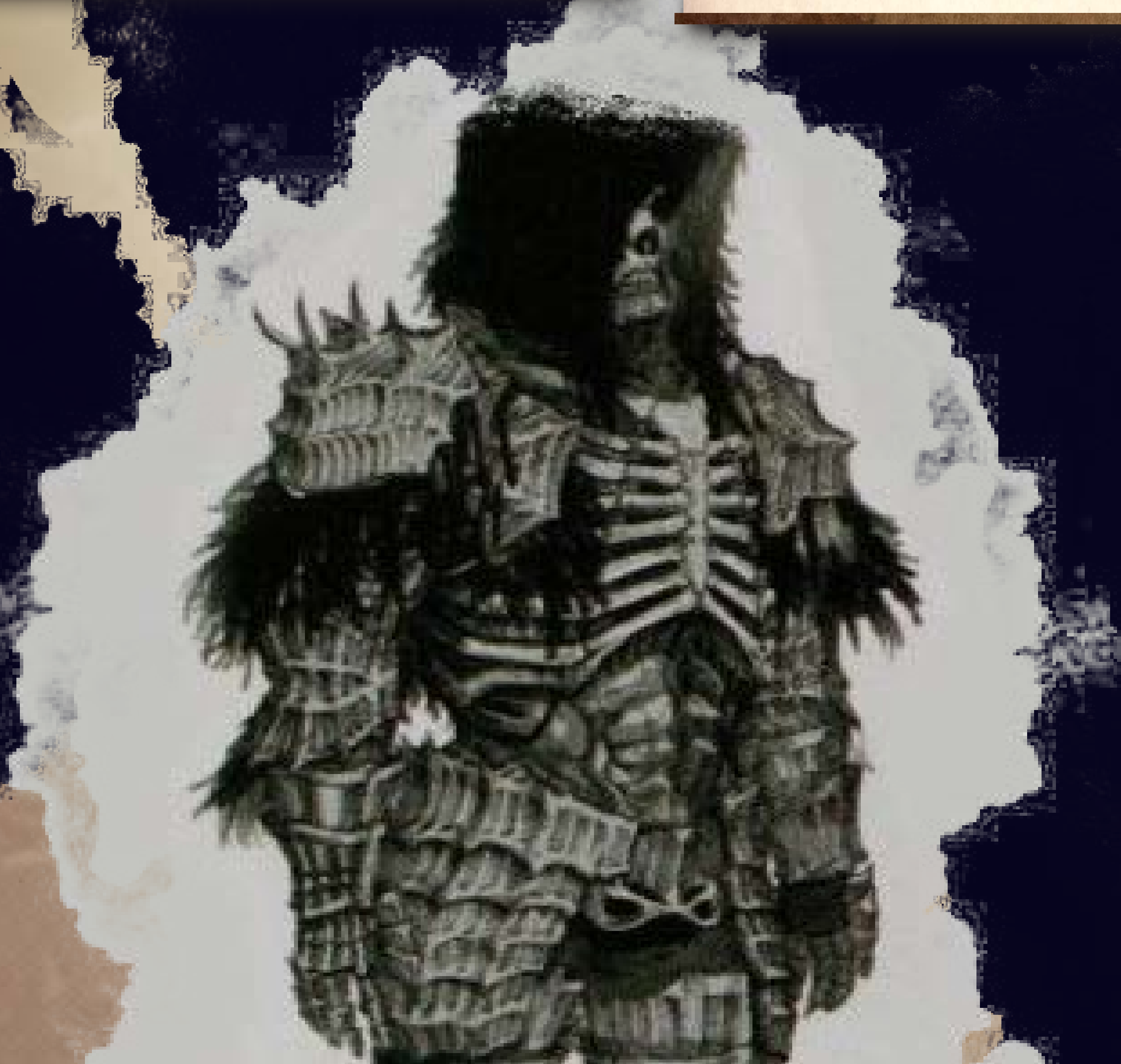
Assemble Wisp. The mass can use its bonus action to congeal its insides into a Will-o'-Wisp (Monster Manual p. 301, it cannot turn invisible), which is then conjured within 5' of the mass. At most 3 wisps can be conjured this way at a time.

ACTIONS

Multiattack. The mass makes 2 spear attacks.

Spear. *Melee Weapon Attack:* +7 to hit, reach 20', one target. *Hit:* 17 (3d8+4) piercing damage, then if the target is a Medium or smaller creature, it makes a DC 15 Strength save or is knocked prone.

Ooze Spit (recharge 5-6). The mass regurgitates ooze in a 5' cube within 10' of it which lasts until the end of its next turn. A creature starting its turn in this ooze or moving into it becomes poisoned for 1 minute. A creature poisoned this way takes 3 (1d6) poison damage at the stat of each of its turns.



Londo King

Large aberation, neutral evil

Armor Class 16 (plate)
Hit Points 142 (19d10+50)
Speed 0’, fly 40’ (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	14 (+2)	15 (+2)	20 (+5)

Saving Throws Con +6, Wis +6, Cha +9
Skills Arcana +6, Deception +9, Intimidation +9, Perception +6
Damage Immunities necrotic
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons.
Damage Vulnerabilities radiant
Condition Immunities charmed, prone, unconscious
Senses darkvision 300’ (through magical darkness), passive Perception 16
Languages Common, Deep Speech
Challenge 9 (5000 XP)

Spellcasting. The king is a 12th-level spellcaster. Its spellcasting ability is Charisma (save DC 17, +9 to spell attacks). He regains spell slots after a short or long rest. He knows the following warlock spells.:

Cantrips: *soul arrow, mage hand, minor illusion, prestidititaiotn*

1st-5th level (3 5th level slots): *heavy magic arrow, homing soul masses, beads of humanity, arms of hadar, blindness’deafness, darkness, bestow curse, hunger of hadar, phantasmal killer, banishing smite* (banishes to the shadowfell instead of a harmless demiplane), *hold monster.*

6th level (3 slots): *mass suggestion*

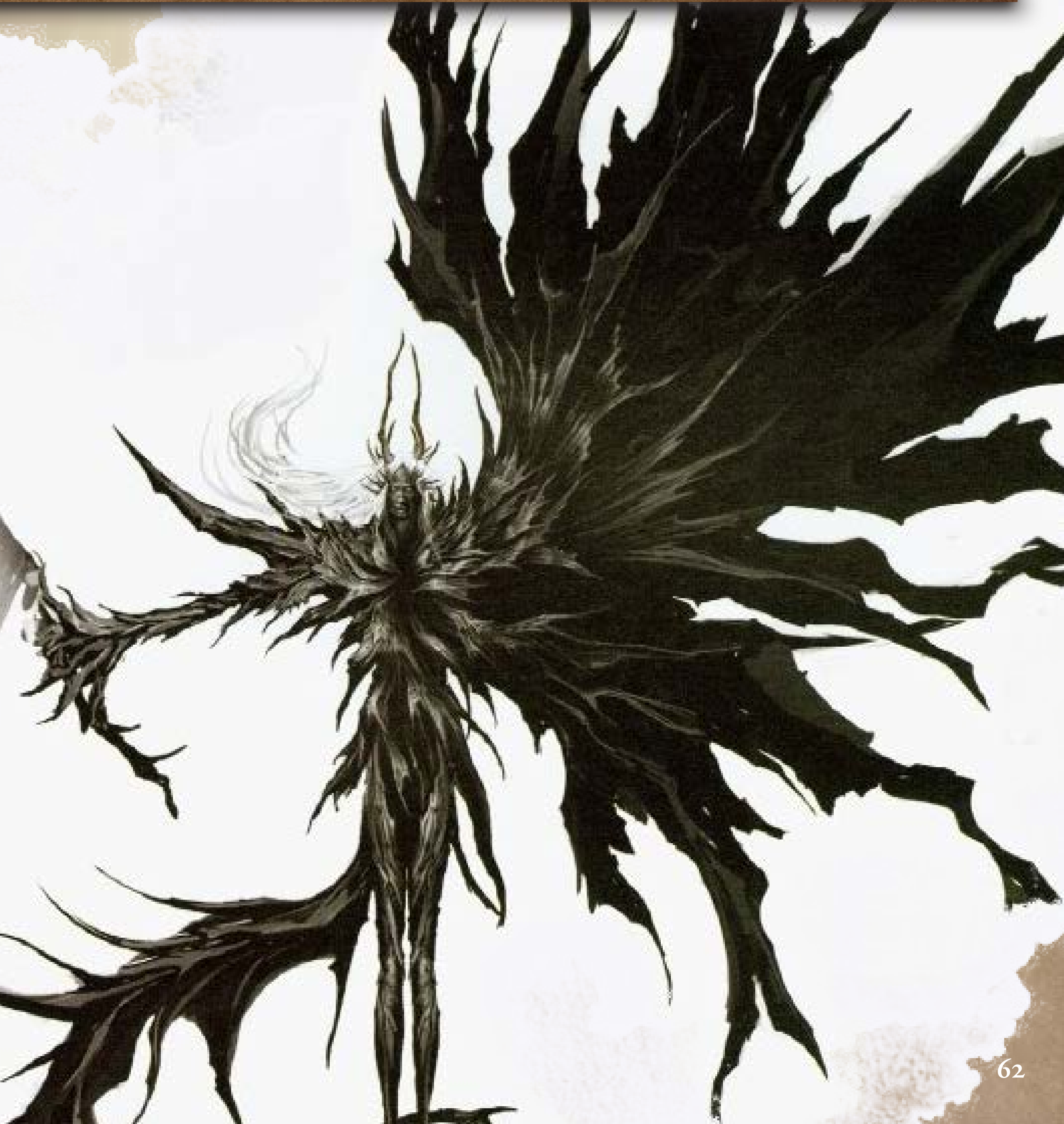
Turn Immunity. Nito is immune to effects that turn undead.

Actions

Multiattack. The king makes 2 greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 15’, one target. *Hit:* 12 (2d6+5) slashing damage and 7 (2d6) necrotic damage.

Lifedrain. *Melee Spell Attack:* +9 to hit, reach 15’, one Medium or smaller humanoid. *Hit:* 15 (4d4+5) necrotic damage and the target is grappled (escape DC 17). At the end of the target’s next turn, if it is still grappled, its maximum hit points are decreased by the necrotic damage dealt by this attack. Then, the king has a +5 bonus to all damage rolls for 1 minute.



SANCTUARY GUARDIAN

Large monstrosity, lawful neutral

Armor Class 15 (natural armor)
Hit Points 189 (18d10+90)
Speed 40’, fly 30’

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	21 (+5)	3 (-4)	15 (+2)	8 (-1)

Saving Throws Dex +6, Con +9
Skills Athletics +8, Intimidation +3, Perception +6
Damage Immunities poison
Damage Resistances lightning, necrotic
Condition Immunities charmed, exhausted, frightened, poisoned, prone
Senses darkvision 60’, passive Perception 16
Languages understands Celestial and Druidic but cannot speak
Challenge 12 (8400 XP)

Keen Hearing and Smell. The guardian has advantage on Perception checks relying on hearing or smell.

Charge. If the guardian moves at least 15’ straight toward a target then hits it with a horns attack, the target takes an additional 11 (2d10) piercing damage and it has disadvantage on checks and saves against being knocked prone until the start of its next turn.

ACTIONS

Multiattack. The guardian makes 3 claw or horn attacks, one of which can be replaced with a gust.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5’, one target. *Hit:* 11 (2d6+4) slashing damage.

Horns. *Melee Weapon Attack:* +8 to hit, reach 5’, one Large or smaller creature. *Hit:* 9 (1d10+4) piercing damage and the target makes a DC 16 Strength save or is knocked prone.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10’, one creature. *Hit:* 20 (6d4+5) poison damage and the target makes a DC 17 Constitution save or is poisoned for 1 minute, repeating the save at the end of each turn. A creature poisoned this way takes 3 (1d6) poison damage at the start of each turn.

Gust. The guardian flaps its wings, creating a gust in a 20’ cone in front of it, creatures in that area make a DC 16 Strength save or have their speed reduced to 0 until the end of their next turn.

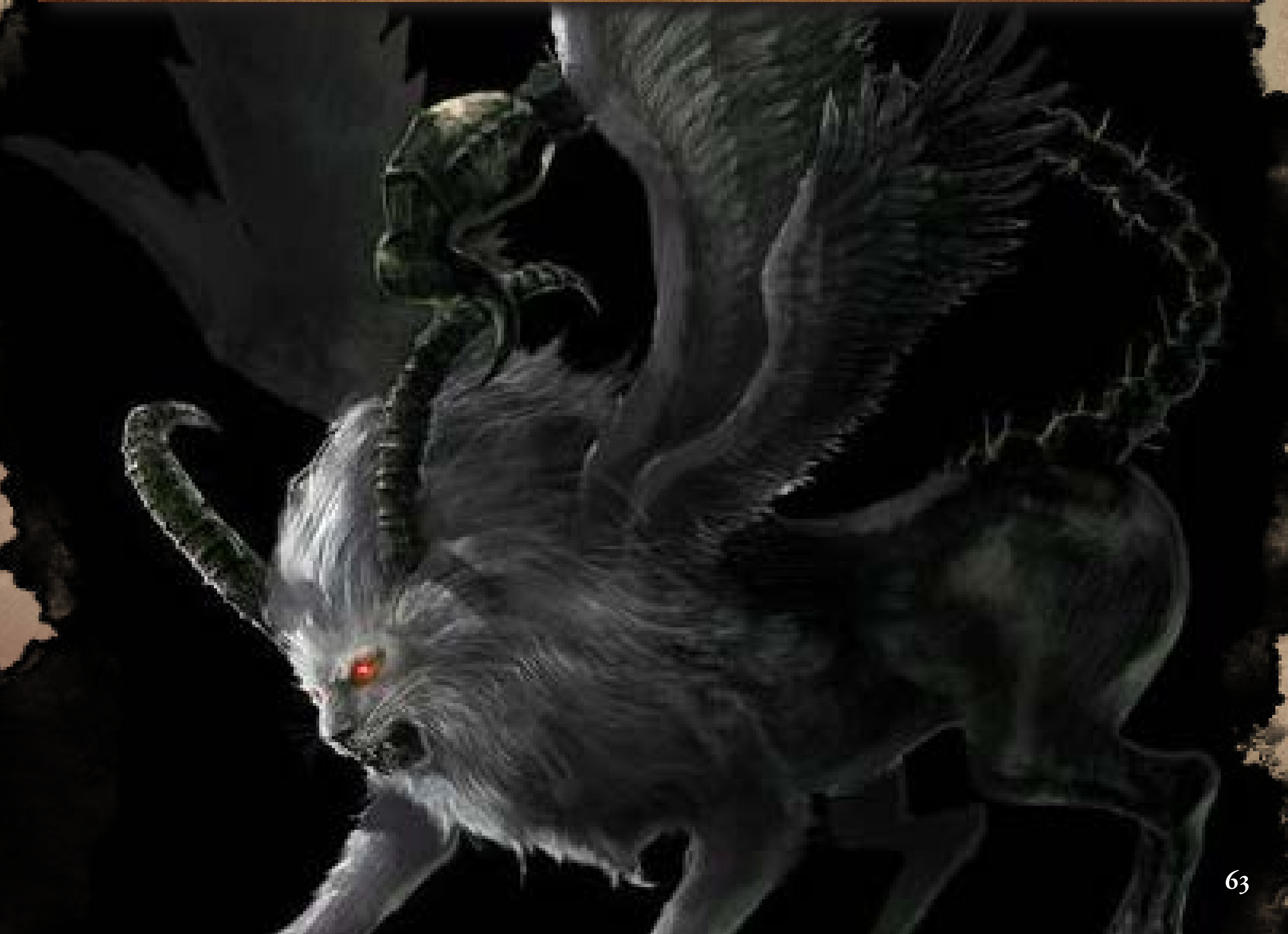
Lightning Spit. *Ranged Spell Attack:* +6 to hit, range 30/120’, one target. *Hit:* 5 (1d10) lightning damage.

Lightning Wave (recharge 4-6). The guardian charges lightning at its mouth then blasts a wave of lightning at a terget within 120’. The target makes a DC 17 Dexterity save or takes 44 (8d10) lightning damage, half on a successful save.

LEGENDARY ACTIONS

The guardian can take 5 legendary actions, used after another creature’s turn in initiative. It regains all legendary actions at the start of his turn

Claw. The guardian makes a claw attack.
Combing Attack (costs 2 actions). The guardian flies half its fly speed without provoking opportunity attacks, then makes a lightning wave attack if available.
Barrage (costs 3 actions). NThe guardian makes 5 lightning spit attacks.



Tree Gardener

Large plant, unaligned

Armor Class 13
Hit Points 45 (6d10+12)
Speed 35'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	5 (-3)	9 (-1)	5 (-3)

Damage Immunities poison
Damage Fire fire
Condition Immunities blinded, deafened, poisoned
Senses blindsight 60', passive Perception 9
Languages -
Challenge 2 (450 XP)

False Appearance. While the gardener remains motionless, it is indistinguishable from a mundane tree.

Actions

Multiattack. The gardener makes 3 trimmer attacks.

Plow. *Melee Weapon Attack:* +5 to hit, reach 15', one target. *Hit:* 12 (2d8+3) piercing damage then the gardener falls prone.

Trimmer. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 6 (1d6+3) slashing damage.

Stone Knight

Huge construct, unaligned

Armor Class 17 (natural armor)
Hit Points 85 (9d10+36)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	4 (-3)	14 (+2)	4 (-3)

Skills Perception +5
Damage Immunities poison, psychic
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, exhausted, frightened, paralyed, petrified poisoned
Senses passive Perception 15
Languages understands Druidic but cannot speak
Challenge 8 (3900 XP)

Immutable Form. The guardian is immune to any spell or effect that would alter its form.

Actions

Multiattack. The guardian makes 2 weapon attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 25 (3d12+6) magical slashing damage.

Greataxe Bash. The guardian makes a greataxe attack, ending with slamming its axe into the earth. At the end of the next turn in initiative, the guardian rips the axe upward, shattering the earth in a 5' radius from the target of the greataxe attack. Other creatures in that area make a DC 17 Dexterity save or take 19 (23d12) magical bludgeoning damage.

ARTORIAS THE ABYSSWALKER

Medium humanoid, lawful good

Armor Class 19 (plate)
Hit Points 247 (33d8+99)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Str +9, Dex +8, Con +8
Skills Athletics +10, Acrobatics +8, Animal Handling +7, Perception +7
Damage Resistances fire, necrotic, radiant
Condition Immunities charmed, exhausted, frightened
Senses darkvision 60', passive Perception 17
Languages Celestial, Common, Deep Speech
Challenge 16 (15000 XP)

Maneuvers. Artorias is a 20th-level battle master (save DC 20). He has 6 superiority dice, which are d12s, regained after a short or long rest. He knows the following manuevers: *distracting attack, evasive footwork, feinting attack, lunging attack, menacing attack, precision attack, pushing attack, sweeping attack, trip attack.*

Action Surge (2/rest). Artorias takes an additional action on his turn.

Indomitable (3/rest). Artorias rerolls a failed save.

Gather the Abyss (4/ long rest). Artorias uses his bonus action to begin gathering darkness until the start of his next turn, taking no actions or legendary actions, and concentrating on this ability as if it were a spell.

If at the beginning of his next turn, he has not lost concentration, he unleahes the darkness in a 15' sphere around him. Other creatures in this area make a DC 20 Dexterity save ot take 27 (6d8) necrotic damage and are knocked prone. Then, Artorias's weapon attacks deal an additional 9 (2d8) necrotic damage for the next hour.

ACTIONS

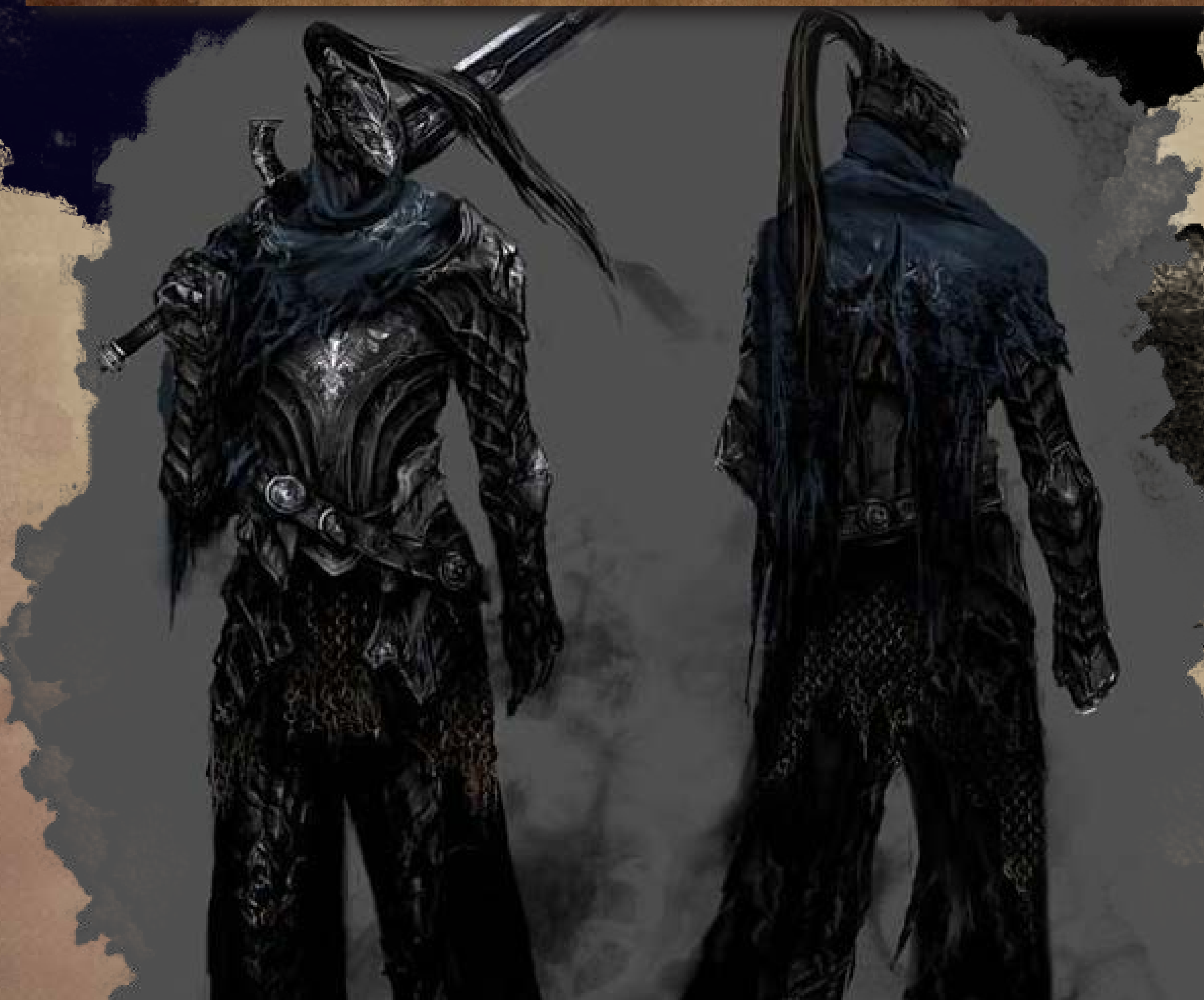
Multiattack. Artorias makes 3 weapon attacks.

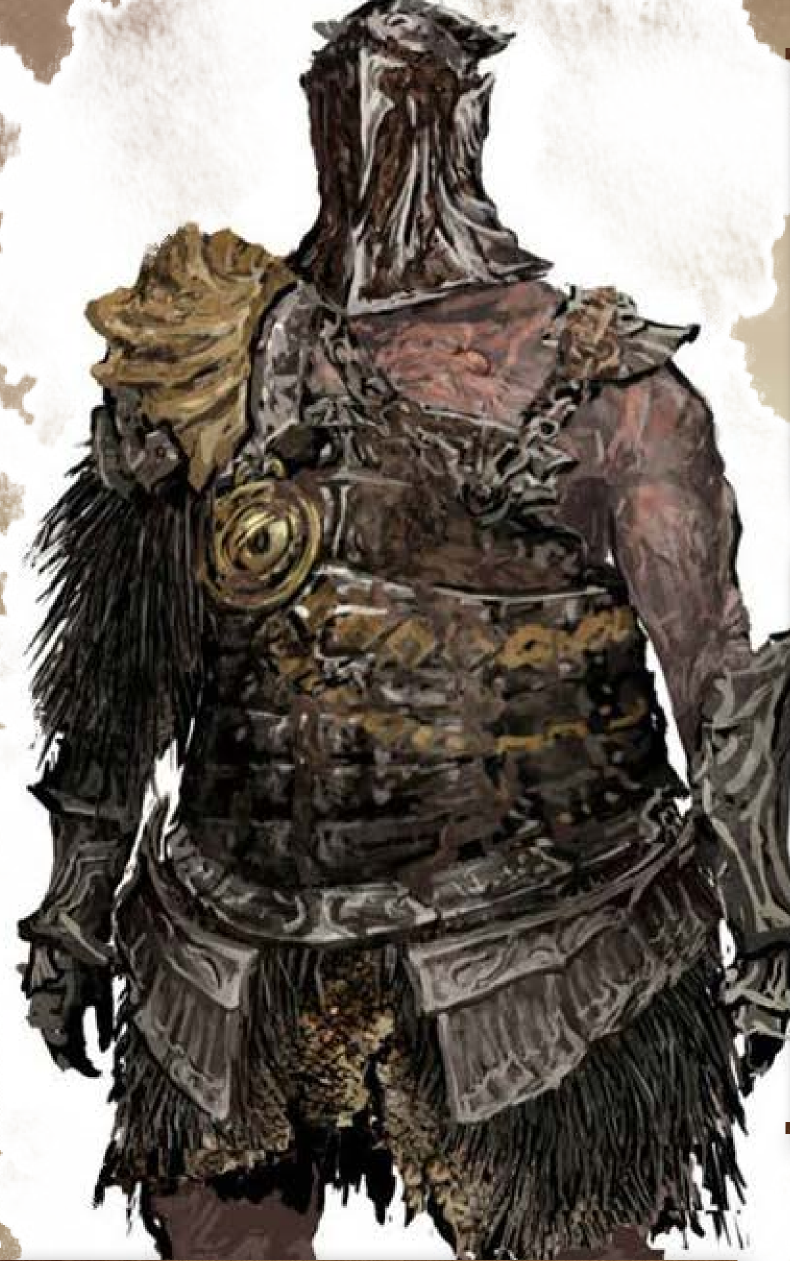
Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5', one target. *Hit:* 14 (2d6+7) slashing damage.

LEGENDARY ACTIONS

Artorias can take 3 legendary actions, used after another creature's turn in initiative. He regains all legendary actions at the start of his turn

Greatsword. Artorias makes a greatsword attack.
Black Ooze (costs 2 actions). Artorias throws black ooze in a 10' cone behind him. Creatures in that area make a DC 20 Strength save or take 9 (2d8) necrotic damage and have their speed reduced to 0 and are unable to take reactions until the start of their next turn.
Hurricaine Strike (costs 3 actions). Artorias jumps 20' in the air and lands on a space up to 30' away, withou provoking opportunity attacks. When he lands he slams his sword into the ground, creating a shockwave within 10' of him. Creatures in that area make a DC 20 Dexterity save or take 27 (6d8) magical bludgeoning damage.





LORD'S BLADE CIARAN

Medium humanoid (lordkin), lawful neutra

Armor Class 17 (half plate)
Hit Points 105 (14d8+42)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	14 (+2)	16 (+3)	13 (+1)

Saving Throws Dex +9, Int +6, Wis +7
Skills Acrobatics +13, Stealth 13, Sleight of Hand +9, Perception +7
Damage Immunities poison
Damage Resistances fire, radiant
Condition Immunities charmed, exhausted, frightened, poisoned
Senses darkvision 60', passive Perception 17
Languages Celestial, Common, Giant
Challenge 9 (5000 XP)

Assassinate. During her first turn, Ciaran has advantage on attacks against creatures that have not taken a turn. Any hit against a surprised creature becomes a critical hit.

Evasion. If subjected to a Dexterity save against an area of effect to avoid damage, Ciaran takes no damage on a success and half damage on a failure.

Sneak Attack (1/turn). Ciaran deals an additional 28 (8d6) damage when it hits a target with a weapon attack that has advantage or if the target has an ally of Ciaran within 5', as long at the attack doesn't otherwise have disadvantage.

ACTIONS

Multiattack. Gough makes 2 weapon attacks.

Gold Tracer. *Melee Weapon Attack:* +10 to hit, reach 5', one target. *Hit:* 11 (2d4+6) piercing damage. The targen then makes a DC 15 Wisdom save or the next weapon attack against it has advantage.

Dark Silver Tracer. *Melee Weapon Attack:* +10 to hit, reach 5', one creature. *Hit:* 9 (1d6+6) piercing damage and the target makes a DC 15 Constitution save or is poisoned for 1 minute, repeating the save at the end ofeach turn. A creature poisoned this way takes 7 (2d6) poison damage at the start of each turn.

HAWKEYE GOUGH

Huge giant, neutral good

Armor Class 18 (plate)
Hit Points 168 (16d12+64)
Speed 20'

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	19 (+4)	6 (-2)	16 (+3)	13 (+1)

Saving Throws Str +9, Dex +8
Skills Athletics +9, Sleight of Hand +7, Perception +6, Performance +4
Damage Resistances fire
Condition Immunities petrified
Senses darkvision 60', passive Perception 16
Languages Common, Giant
Challenge 5 (1800 XP)

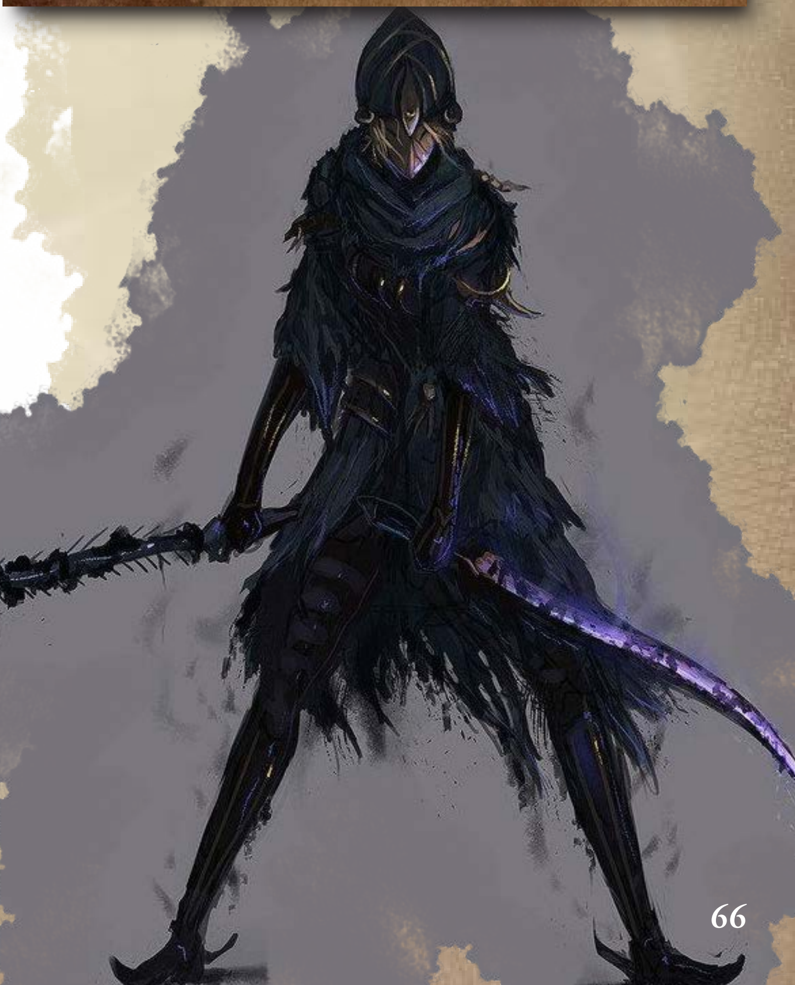
Sniper. Gough's ranged attacks do not suffer disadvantage for any reason.

ACTIONS

Multiattack. Gough makes 3 unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 10', one target. *Hit:* 16 (3d6+6) bludgeoning damage.

Greatbow. *Melee Weapon Attack:* +9 to hit, range 1100/4100', one target. *Hit:* 32 (4d12+6) piercing damage. A flying target hit with this attack immediately falls prone. For 5d20 days, the target falls at the end of its movement if flying.



Oolacile Resident

Medium aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 67 (9d8+27)
Speed 40’

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	5 (-3)	8 (-1)	6 (-2)

Saving Throws Dex +3, Con +5
Damage Immunities necrotic
Damage Resistances poison
Condition Immunities blinded, deafened, exhausted, poisoned, stunned
Senses darkvision 120’ (through magical darkness), passive Perception 9
Languages Deep Speech
Challenge 4 (1100 XP)

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5’, one target. *Hit:* 18 (4d6+4) bludgeoning damage.

Barrage. If the resident has not moved this turn, its speed becomes 0 as it makes 3 slam attacks.

Leaping Slam. The resident leaps 15’ toward a target and makes a slam attack with advantage.

Oolacile Resident

Medium aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 67 (9d8+27)
Speed 40’

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	6 (-2)	8 (-1)	18 (+4)

Saving Throws Con +6, Cha +7
Skills Acrobatics +5, Arcana +1, Perception +5
Damage Immunities necrotic
Damage Resistances poison
Condition Immunities blinded, deafened, exhausted, poisoned, stunned
Senses darkvision 120’ (through magical darkness), passive Perception 15
Languages Deep Speech
Challenge 6 (2300 XP)

Magic Resistance. The sorceress has advantage on saves against spells and other magical effects.

Spellcasting. The sorceress is a 7th-level spellcaster. Its spellcasting ability is Charisma (save DC 15, +7 to spell attacks) and the range for its spells are doubled. It knows the following sorcerer spells:

Cantrips: *eldritch blast, mage hand, message, minor illusion, prestidigitation.*
1st level (4 slots): *charm person, magic missile, shield*
2nd level (3 slots): *blur, darkness*
3rd level (3 slots): *beads of humanity, orb of disparity*
4th level (1 slots): *fog of disparity*

Actions

Staff. *Melee Weapon Attack:* +6 to hit, reach 5’, one target. *Hit:* 6 (1d6+3) bludgeoning damage and the target makes a DC 15 Constitution save or takes 21 (6d6) poison damage and is poisoned for 1 minute.

Manus, Father of the Abyss

Huge aberration, chaotic good

Armor Class 14 (natural armor)
Hit Points 500 (40d12+240)
Speed 40'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	15 (+2)	12 (+1)	23 (+6)

Saving Throws Str +12, Dex +8, Con +13, Cha +13
Skills Athletics +12, Arcana +9, Insight +8, Perception +8
Damage Immunities necrotic, radiant
Damage Resistances poison, psychic
Condition Immunities blinded, deafened, exhausted, petrified, poisoned, stunned
Senses darkvision 300' (through magical darkness), passive Perception 18
Languages Deep Speech
Challenge 23 (50000 XP)

Legendary Resistance (3/day). Manus succeeds failed save.

Immutable Form. Manus is immune to effects that alter his form.

Magic Resistance. Manus has advantage on saves against spells and other magical effects.

Spellcasting. Manus a 20th-level spellcaster. His spellcasting ability is Charisma (save DC 21, +13 to spell attacks). He knows the following sorcerer spells:
Cantrips: *chill touch, fire bolt, mage hand, mending, poison spray, shocking grasp*
1st level (4 slots): *burning hands, fog cloud, magic missile, ray of sickness*
2nd level (3 slots): *darkness, mirror image, misty step, phantasmal force*
3rd level (3 slots): *beads of humanity, orb of disparity, dispel magic, slow*
4th level (3 slots): *fog of disparity, banishment* (banishes to Shadowfell instead of a harmless demiplane)
5th level (3 slots): *cone of cold, hold monster*
6th level (2 slots): *envious pursuers, eyebite*
7th level (2 slots): *finger of death, prismatic spray*
8th level (1 slot): *dominate monster, power word stun*
9th level (1 slot): *power word kill*

Actions

Multiattack. Manus makes 3 weapon attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 15', one target. *Hit:* 33 (6d8+6) bludgeoning damage.

Staff. *Melee Weapon Attack:* +12 to hit, reach 10', one target. *Hit:* 32 (4d12+6) bludgeoning damage.

Legendary Actions

Manus can take 3 legendary actions, used after another creature's turn in initiative. He regains all legendary actions at the start of his turn

Attack. Manus casts a cantrip or makes a slam attack.
Terrifying Gaze (costs 2 actions). Manus gazes upon a creature it can see which makes a DC 21 Wisdom save or is frightened for 1 minute, repeating the save at the end of each turn. On a success, the target is immune to this ability for 24 hours.
Dark Circle (costs 3 actions). Manus slams his staff on the ground, conjuring innumerable dark motes in a 120' circle centered on him. Unless he loses concentration on this ability (as if concentrating on a spell), at the start of his next turn, these motes launch toward him. Creatures in that area make a DC 21 Dexterity save or take 21 (6d6) bludgeoning damage and 21 (6d6) necrotic damage and are knocked prone. A creature succeeding this save takes half as much damage and suffers no other effect.

Abyssdragon Kalameet

Gargantuan dragon, neutral evil

Armor Class 20 (natural armor)
Hit Points 367 (21d20+147)
Speed 40', fly 80'

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +10, Con +14, Wis +9, Cha +11
Skills Acrobatics +17, Intimidation +11, Perception +16, Stealth +17
Damage Immunities fire, necrotic
Damage Resistances psychic
Senses blindsight 60', darkvision 120' (through magical darkness), passive Perception 26
Languages Draconic, Deep Speech
Challenge 22 (41000 XP)

Legendary Resistance (3/day). Kalameet succeeds failed save.

Actions

Multiattack. Kalameet uses its frightful presence then makes 3 attacks: 1 bite and 2 claws

Claw. *Melee Weapon Attack:* +15 to hit, reach 10', one target. *Hit:* 15 (2d6+8) slashing damage.

Bite. *Melee Weapon Attack:* +15 to hit, reach 20', one target. *Hit:* 19 (2d10+8) bludgeoning damage and 9 (2d8) necrotic damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20', one target. *Hit:* 17 (2d8+8) slashing damage.

Frightful Presence. Every creature of Kalameet's choice within 120' makes a DC 19 Wisdom save or is frightened for 1 minute, repeating the save at the end of each turn, on a success becoming immune to this ability for 24 hours.

Abyssal Breath (recharge 5-6). Kalameet exhales yellow-black flames in a 90' cone in front of him. Creatures in that area make a DC 22 Dexterity save or take 36 (8d8) fire damage and 36 (8d8) necrotic damage, half on a successful save.

Mark of Calamity (recharge 6). Kalameet rises on his hind legs and his crimson gem glows sickly red light in a 10' sphere centered on a point within 15' of him. Creatures in this area make a DC 19 Constitution save or are lifted 20' in the air, telekinetically restrained until the end of their next turn,. At the end of their next turn, they take 33 (3d20) psychic damage and are marked for 1 minute. Creatures marked this way have vulnerability to necrotic and psychic damage.

Legendary Actions

Kalameet can take 3 legendary actions, used after another creature's turn in initiative. He regains all legendary actions at the start of his turn

Detect. Kalameet makes a Perception check.
Tail Attack. Kalameet makes a tail attack.
Wing Attack (costs 2 actions). Kalameet beats his wings, creating a gust of wind within 15' of him. Creatures in that area make a DC 23 Dexterity save or take 15 (2d6+8) bludgeoning damage and are knocked prone. Kalameet then flies half his flying speed.

GWYN, LORD OF CINDER

Gargantuan dragon, neutral evil

Armor Class 18 (splint armor)
Hit Points 362 (29d8+232)
Speed 40', fly 40'

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	18 (+4)	25 (+7)	30 (+10)

Saving Throws Str +15, Con +15, Wis +14, Cha +17
Skills Aletics +22, Insight +14, Perception +21, Persuasion +24, Religion +11
Damage Immunities lightning, radiant, poison
Damage Resistances necrotic, cold
Condition Immunities charmed, exhausted, frightened, petrified, poisoned
Senses darkvision 120', Passive Perception 17
Languages Common, Celestial, Draconic, Druidic
Challenge 21 (33000 XP)

Legendary Resistance (3/day). Gwyn succeeds failed save.

Flaming Weapons. Gwyn's weapon attacks are magical and deal an additional 6d8 fire damage (included in the attack).

Innate Spellcasting. Gwyn's innate spellcasting ability is Charisma (save DC 25, +17 to spell attacks). He can innately cast the following spells, requiring no material components::

At will: *lord gwyn's radiant lightning, detect evil and good, daylight*
3/day: *blade barrier, dispel evil and good*
1/day: *sunburst*

ACTIONS

Multiattack. Gwyn makes 2 greatsword attacks.

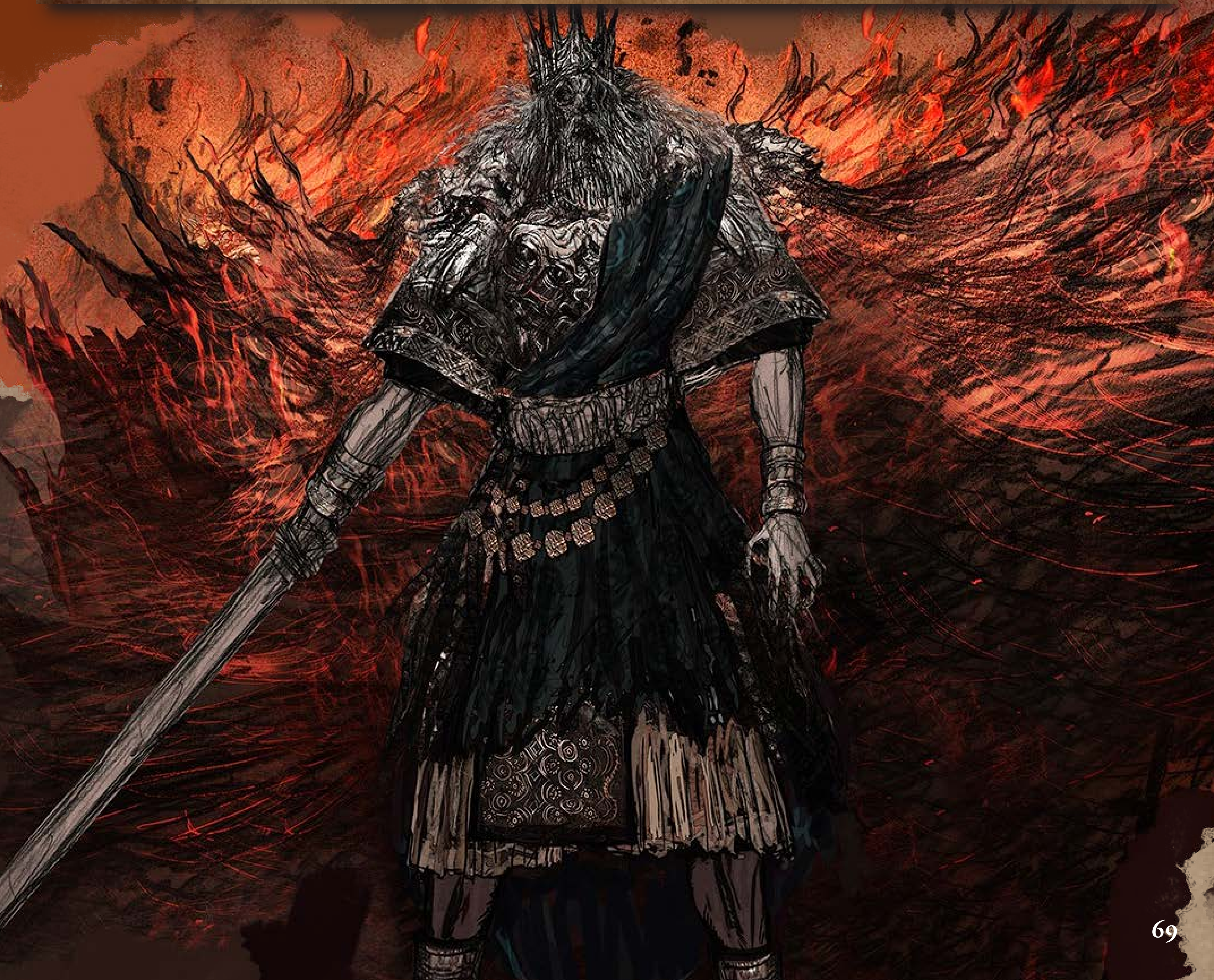
Greatsword. *Melee Weapon Attack:* +15 to hit, reach 10', one target. *Hit:* 22 (2d6+8) slashing damage and 27 (2d8) fire damage.

Fire Burst. Gwyn attempts to grapple a target (escape DC 32) within reach. If Gwyn is still grappling the target at the end of his turn, he obliterates the target away, dealing 45 (10d8) fire damage and knocked the target 30' away, prone.

LEGENDARY ACTIONS

Kalameet can take 3 legendary actions, used after another creature's turn in initiative. He regains all legendary actions at the start of his turn

Jaunt. Gwyn flies 40' without provoking opportunity attacks.
Leaping Slash. Gwyn leaps 20' toward a target, without provoking opportunity attacks, then makes a greatsword attack with advantage..
Radiant Burst (costs 2 actions). Gwyn creates a burst of sunlight within 15' of him. Creatures in that area make a DC 25 Dexterity save or take 14 (4d6) fire damage and 14 (4d6) radiant damage, half on a successful save.



NPCs

Throughout the lonely odyssey of *Dark Souls*, you meet jolly or envious people to assist or hinder your journey. Their stat blocks are shown here, made as player characters, along with a short description of the reasoning for their character options.

ANDRE OF ASTORA

Few are cruel enough to attack the famous smith of Astora, but those who do learn their lesson. He is a masterful melee combatant, slamming you with punches and leaping kicks. Given his stance, his stat block is based on Benjamin Huffman's Pugilist class.

ANDRE OF ASTORA

Medium humanoid (human), lawful neutral

Armor Class 15 (natural armor)
Hit Points 135 (18d8+54)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Str +6, Dex +5, Con +6
Skills Athletics +7, History +5, Intimidation +5, Sleight of Hand +5
Damage Resistances psychic
Condition Immunities charmed, frightened, stunned
Senses passive Perception 12
Languages Celestial, Common
Challenge 8 (3900 XP)

Haymaker. Andre can choose to make melee attacks with disadvantage until the end of his turn. If he hits with an attack using this ability, he maximizes damage rolls, unless the attack would otherwise have disadvantage.

ACTIONS

Multiattack. Andre makes 3 weapon attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 15 (2d10+4) magical bludgeoning damage.

Flying Kick. *Melee Weapon Attack:* +7 to hit, reach 10', one target. *Hit:* 26 (4d10+4) magical bludgeoning damage and if the target is a Medium or smaller creature, it makes a DC 15 Strength save or is knocked prone.

SOUL SORCERER

This 4th level wizard stat block can be used for several sorcerers in Dark Souls such as Griggs of Vinheim, Ingward, or even the sorcerer forest protector. Feel free to also customize the stat block; for example, Griggs should have proficiency in stealth.

SOUL SORCERER

Medium humanoid, any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 27 (6d8)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	17 (+3)	11 (+0)	8 (-1)

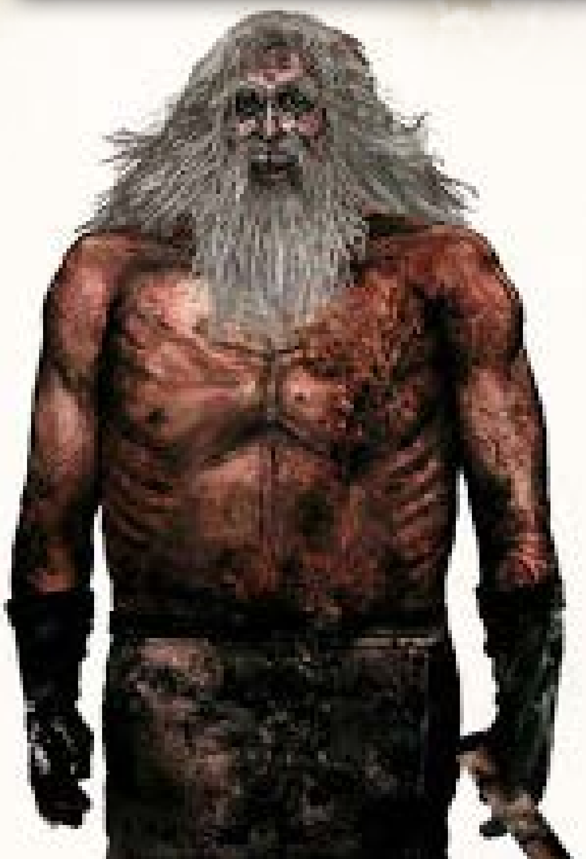
Saving Throws Int +5, Wis +2
Skills Arcana +5, Investigation +5
Damage Resistances necrotic, radiant
Senses darkvision 60', passive Perception 10
Languages Common
Challenge 2 (450 XP)

Spellcasting. The sorcerer a 4th-level spellcaster. Its spellcasting ability is Intelligence (save DC 13, +5 to spell attacks). It has the following wizard spells prepared:

Cantrips: *soul arrow, mage hand, prestidigitation*
1st level (4 slots): *alarm, color spray, detect magic, mage armor, shield*
2nd level (3 slots): *heavy magic arrow, invisibility*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5', one target. *Hit:* 4 (1d4+2) piercing damage.



PYROMANCERS

This 4th level druid stat block can be used for early pyromancers in Dark Souls such as Laurentius. It also makes a useful NPC stat block to have handy as a template for Eingyl.

The 18th level druid stat block can be used for master pyromancers like the Daughters of Chaos and Quelana of Izalith.

PYROMANCER

Medium humanoid, any alignment

Armor Class 11
Hit Points 27 (5d8+5)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Int +5, Wis +2
Skills Nature +3, Perception +5
Damage Resistances fire
Senses darkvision 60', passive Perception 15
Languages Common, Druidic
Challenge 2 (450 XP)

Spellcasting. The pyromancer a 4th-level spellcaster. Its spellcasting ability is Wisdom (save DC 13, +5 to spell attacks). It has the following druid spells prepared:

Cantrips: *druidcraft, produce flame, resistance*
1st level (4 slots): *heavy flame, burning hands, entangle, thunderwave*
2nd level (3 slots): *scorching ray, intense sweat*

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5' or 20/60', one target. *Hit:* 3 (1d6+3) slashing damage.

CHAOS PYROMANCER

Medium humanoid, any alignment

Armor Class 12
Hit Points 198 (36d8+36)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	13 (+1)	20 (+5)	14 (+2)

Saving Throws Int +5, Wis +9
Skills Insight +9, Nature +5, Perception +9
Damage Resistances fire
Condition Immunities charmed, frightened
Senses darkvision 60', passive Perception 19
Languages Common, Abyssal, Druidic
Challenge 12 (8400 XP)

Spellcasting. The pyromancer a 18th-level spellcaster. Its spellcasting ability is Wisdom (save DC 17, +9 to spell attacks). It has the following druid spells prepared:

Cantrips: *druidcraft, poison spray, produce flame, resistance*
1st level (4 slots): *alluring rapport, heavy flame, burning hands, thunderwave*
2nd level (3 slots): *lava whip, intense sweat*
3rd level (3 slots): *demon pyre, iron flesh, protection form energy*
4th level (3 slots): *fire shield, confusion, giant insect, wall of fire*
5th level (3 slots): awaken, conjure elemental, *hold monster*
6th level (3 slots): *heal, hero's feast*
7th level (3 slots): *izalith's pyrestorm, fire storm*
8th level (3 slots): *antipathy/sympathy*
9th level (3 slots): *foresight*

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 5 (1d6+2) slashing damage.

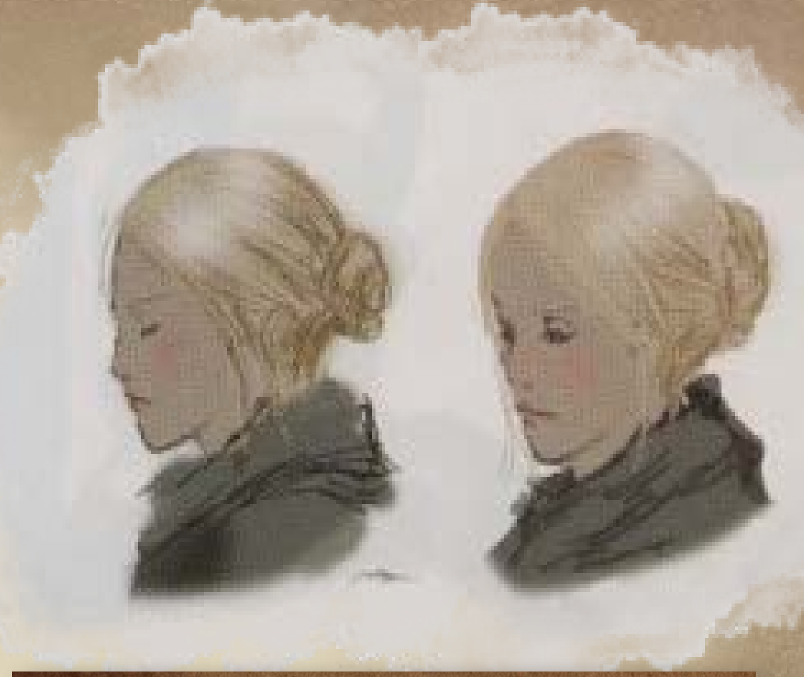
REACTIONS

Embers of Fire. In response to a hostile creature starting its turn within 10' of the pyromancer, the target makes a DC 17 Dexterity save or take 1d12 fire damage and a pool of lava is conjured below the target until the end of the pyromancer's next turn. A creature starting its turn in or moving into this lava takes 1d6 fire damage.

THE WAY OF WHITE

Petrus, Rhea, and her escorts are all holy agents. She, clearly a cleric of light, and they, paladins of devotion. They are all devoted to the Way of White and the capturing of the Rite of Kindling.

Rhea is a 10th level light cleric, but with no weapons, while Petrus, Nico, and Vince are similar enough to share a devotion paladin stat block.



RHEA OF THOROLUND

Medium humanoid (undead), lawful good

Armor Class 11
Hit Points 55 (10d8+10)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	10 (+0)	19 (+4)	11 (+0)

Saving Throws Wis +7, Cha +3
Skills Insight +7, Perception +7, Religion +3
Damage Resistances necrotic
Senses darkvision 60', passive Perception 17
Languages Common, Celestial
Challenge 6 (2300 XP)

Spellcasting. Rhea a 10th-level spellcaster. Her spellcasting ability is Wisdom (save DC 15, +7 to spell attacks) and she has a +3 bonus to cantrip damage rolls. She has the following cleric spells prepared:

Cantrips: *guidance, light, mending, sacred flame, thaumaturgy*

1st level (4 slots): *minor wrath, bless, burning hands, command, create or destroy water, cure wounds, faerie fire, protection from evil and good*

2nd level (3 slots): *daylight, inner soothing light, calm emotions, lesser restoration*

3rd level (3 slots): *beacon of hope, create good or water, protection from energy*

4th level (3 slots): *death ward, guardian of faith, wall of fire*

5th level (3 slots): wrath of light, commune, greater restoration

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5', one target. *Hit:* 1 bludgeoning damage

REACTIONS

Warding Flare (3/long rest). In response to a creature within 30' making an attack roll, Rhea conjures a flare of light, imposing disadvantage on the attack roll.

WAY OF WHITE KNIGHT

Medium humanoid (undead), lawful neutral

Armor Class 17 (splint armor)
Hit Points 52 (8d8+16)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Skills Athletics +5, Insight +7, Medicine +4, Religion +2
Damage Resistances necrotic
Senses darkvision 60', passive Perception 12
Languages Common, Celestial
Challenge 3 (700 XP)

Spellcasting. The knight a 6th-level spellcaster. Its spellcasting ability is Charisma (save DC 13, +5 to spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *cure wounds, divine favor, protection from evil and good, sanctuary, thunderous smite, thunderwave*

2nd level (2 slots): *aid, lesser restoration, locate object, zone of truth*

Divine Smite. When it hits a creature with a weapon attack, the knight can expend a spell slot to deal an additional 4 (1d8) radiant damage and another 4 (1d8) radiant damage per spell slot level. This ability deals an additional 4 (1d8) radiant damage to undead and fiends.

Aura of Protection. The knight and allies within 10' gain a +3 bonus to saves.

ACTIONS

Multiattack. The knight makes 2 weapon attacks and uses its Turn the Unholy action if available.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 7 (1d8+3) piercing damage

Turn the Unholy (recharge 5-6). The knight presents its holy symbol, then fiends and undead within 30' make a DC 13 Wisdom save or become turned for 1 minute or until they take damage. Creatures turned this way must use their actions to Dash away from the knight, or if it cannot, it takes the Dodge action.

Havel the Rock

The bishop Havel the Rock would make a good cleric, but in the heaviest armor and wielding a dragon's tooth, he is a devotion paladin. As the inventor of the Magic Barrier spell, he also has a special version of *protection from energy* granting massive magic resilience. On top of that, his armor gives magic resistance.

For his appearance in *Dark Souls 3*, upscale his HP to 153, make his multiattack 3 attacks, and change magic barrier to a bonus action providing resistance to slashing and piercing as well.

Haven the Rock

Medium humanoid (undead), lawful neutral

Armor Class 22 (plate, greatshield)
Hit Points 51 (6d8+24)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +7, Cha +6
Skills Athletics +7, Insight +4, Perception +4, Religion +3
Damage Resistances fire, force, radiant, necrotic
Senses darkvision 60', passive Perception 14
Languages Common, Celestial
Challenge 4 (1100 XP)

Spellcasting. Havel a 7th-level spellcaster. His spellcasting ability is Charisma (save DC 13, +5 to spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *minor wrath, bless, detect evil and good, detect magic, protection form evil and good, sanctuary, wrathful smite*

2nd level (3 slots): *aid, branding smite, lesser restoration, zone of truth*

Divine Smite. When it hits a creature with a weapon attack, Havel can expend a spell slot to deal an additional 4 (1d8) radiant damage and another 4 (1d8) radiant damage per spell slot level. This ability deals an additional 4 (1d8) radiant damage to aberrations, dragons, undead, and fiends.

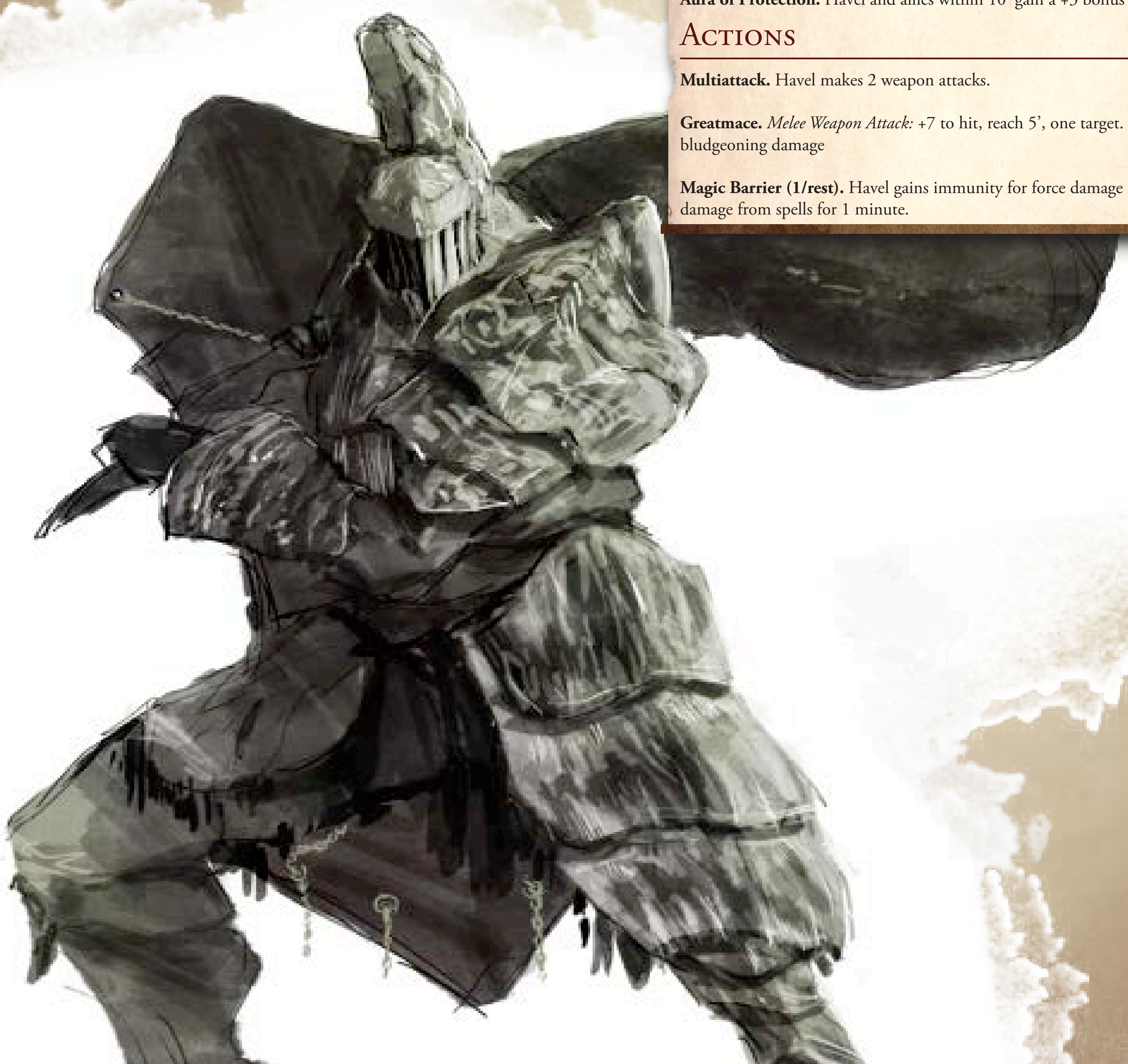
Aura of Protection. Havel and allies within 10' gain a +3 bonus to saves.

Actions

Multiattack. Havel makes 2 weapon attacks.

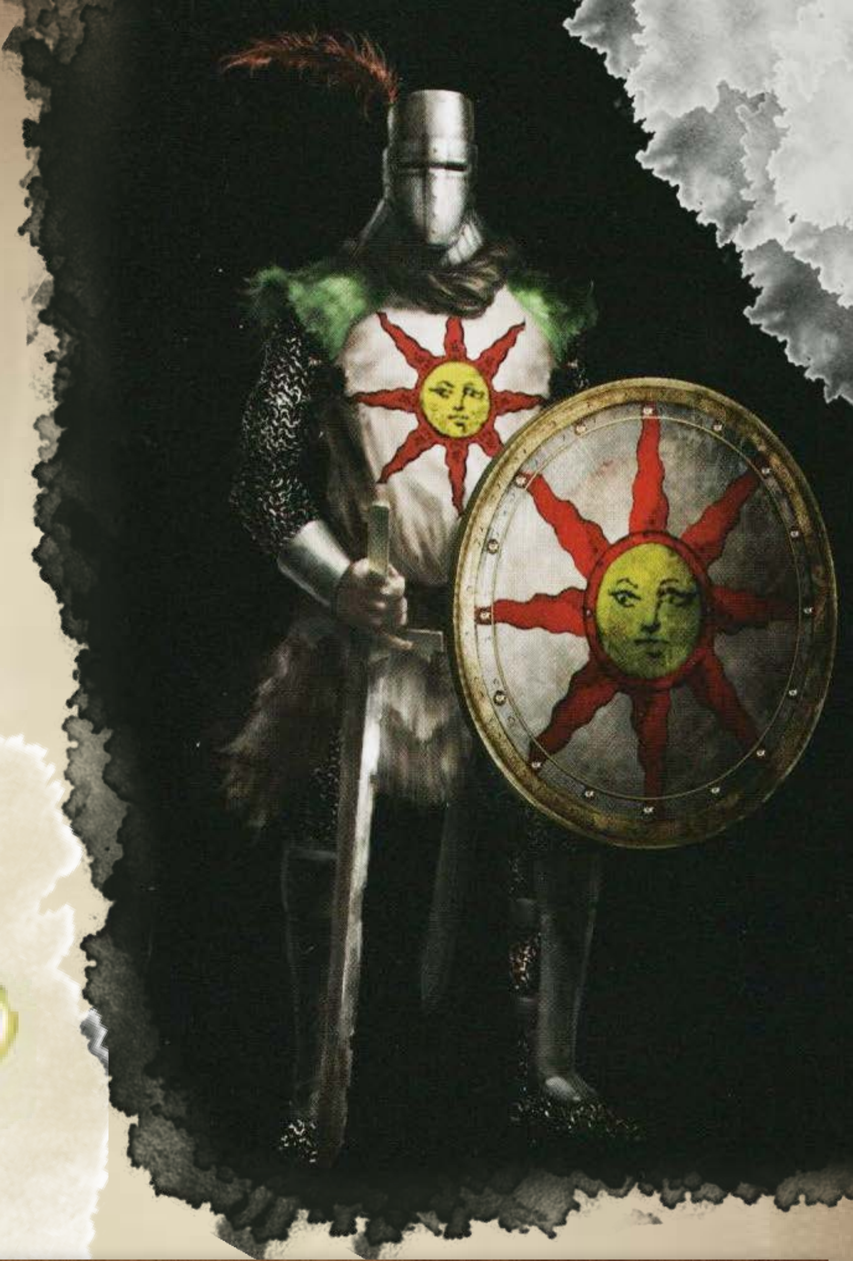
Greatmace. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 16 (2d10+5) bludgeoning damage

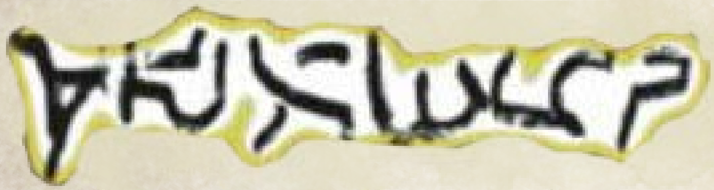
Magic Barrier (1/rest). Havel gains immunity for force damage and resistance to damage from spells for 1 minute.



Solaire of Astora

The most iconic and jolly ally in the Dark Souls series is clearly a valiant paladin. He is devoted to the cause of finding his own sun, going so far as to become undead to do so. To add some flair to a clear 10th level paladin, his smite has been changed from radiant damage to lightning (unless damaging undead or fiends.





Solaire of Astora

Medium humanoid (undead), lawful good

Armor Class 20 (plate, shield)
Hit Points 90 (12d8+36)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6
Skills Athletics +7, Persuasion +6, Religion +3
Damage Immunities necrotic, radiant
Condition Immunities charmed, frightened
Senses darkvision 60', passive Perception 11
Languages Common, Celestial
Challenge 6 (2300 XP)

Spellcasting. Solaire a 10th-level spellcaster. His spellcasting ability is Charisma (save DC 14, +6 to spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *minor wrath, protection from evil and good, thunderous smite*
2nd level (3 slots): *healing spirit*
3rd level (3 slots): *lightning spear, lightning blade, dispel magic*

Sunlight Smite. When it hits a creature with a weapon attack, Solaire can expend a spell slot to deal an additional 4 (1d8) lightning damage and another 4 (1d8) lightning damage per spell slot level. This ability deals an additional 4 (1d8) radiant damage to aberrations, dragons, undead, and fiends.

Aura of Incandescence. Havel and allies within 10' gain a +3 bonus to saves and cannot be charmed or frightened.

Sacred Weapon (1/rest). As a bonus action, Solaire imbues his weapon with positive energy for 1 minute, shedding 20' of bright light and 20' more of dim light. His weapon attacks also become magical and gain a +3 bonus to attack rolls.

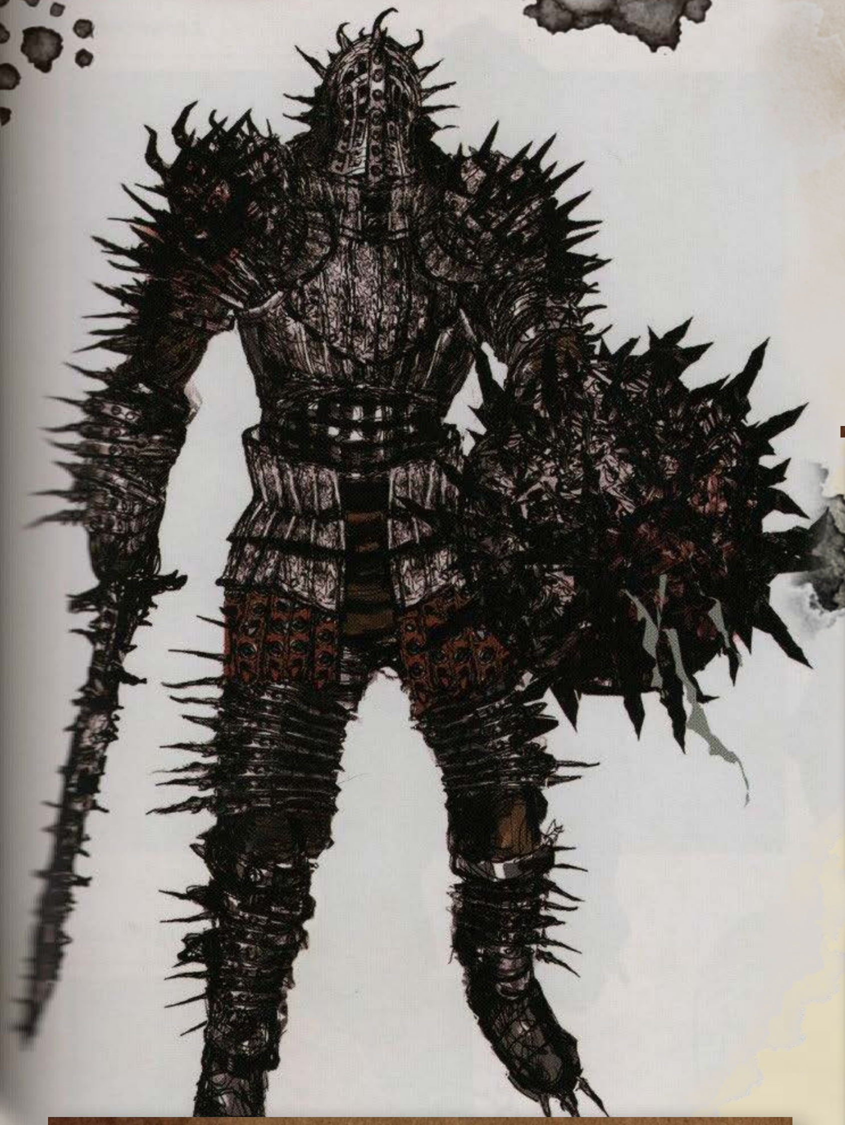
Actions

Multiattack. Solaire makes 3 weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 8 (1d8+4) slashing damage or 9 (1d10+4) slashing damage if used with two hands.

Minor Lightning Spear. *Ranged Spell Attack:* +6 to hit, range 30/120', one target. *Hit:* 7 (1d8+3) lightning damage.

Lay on Hands (50/long rest). Solaire touches a creature and it regains hit points from this pool. Alternatively, Solaire can use 5 points from this pool to cure a disease or poison.



Kirk, Knight of Thorns

Medium humanoid (undead), lawful evil

Armor Class 19 (plate)
Hit Points 78 (12d8+24)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Str +6, Cha +5
Skills Athletics +6, Deception +4, Nature +3, Religion +3
Damage Resistances necrotic
Senses darkvision 60', passive Perception 11
Languages Common, Abyssal
Challenge 5 (1800 XP)

Improved Critical. Kirk scores a critical hit on a roll of 19 or 20 on the d20 for a melee attack roll.

Action Surge (1/rest). Kirk takes an additional action during his turn.

Second Wind (1/rest). As a bonus action, Kirk regains 15 hit points.

Armor of Thorns. When Kirk moves within 5' of a creature, the creature takes 2 piercing damage. Also when Kirk takes slashing or piercing damage, the damage roll is reduced by 2.

Actions

Multiattack. Kirk makes 2 weapon attacks.

Thorned Longsword. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage if used with two hands. On a critical hit, the target takes an additional 6 (1d12) piercing damage.

Witch Beatrice

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 55 (10d8+10)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	19 (+4)	13 (+1)	14 (+2)

Saving Throws Int +7, Wis +5
Skills Arcana +7, Insight +5, Stealth +5
Damage Resistances necrotic
Senses darkvision 60', passive Perception 10
Languages Common, Deep Speech
Challenge 6 (2300 XP)

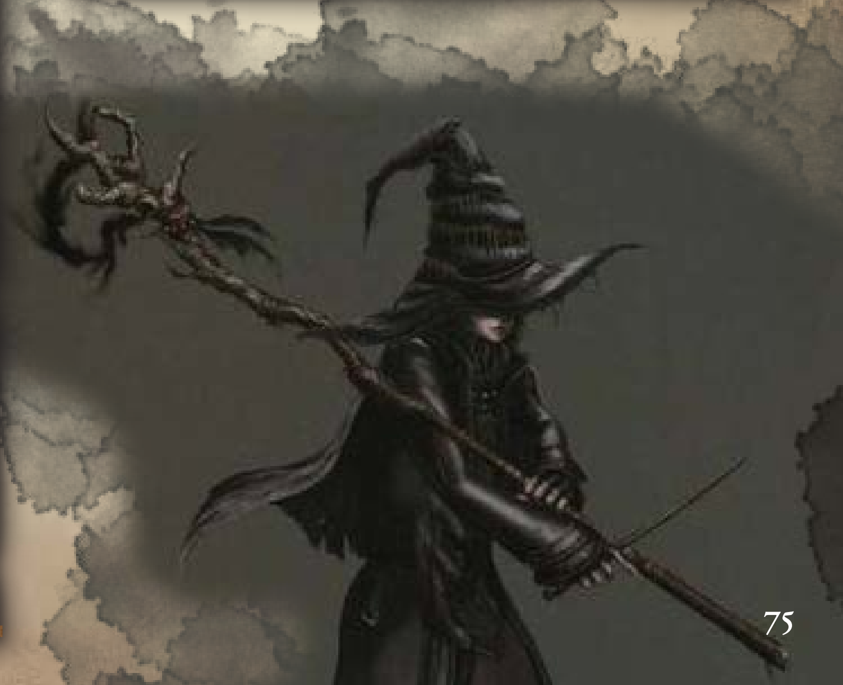
Spellcasting. Beatrice a 10th-level spellcaster. Her spellcasting ability is Intelligence (save DC 15, +7 to spell attacks). She has the following wizard spells prepared:
Cantrips: *soul arrow, chill touch, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *charm person, detect magic, mage armor, shield, witch bolt*
2nd level (3 slots): *heavy magic arrow, suggestion*
3rd level (3 slots): *beads of humanity, fireball, vampiric touch*
4th level (3 slots): *homing soul masses, blight*
5th level (2 slots): *cone of cold, hold monster*

Sculpt Spells. When casting a spell that deals damage to multiple targets, Beatrice may choose 4 creatures to take no damage form the spell.

Witch Caster. Beatrice has advantage on Constitution saves to maintain concentration on a spell, and when an enemy provokes an opportunity attack from Beatrice, she can cast a cantrip at the enemy instead of making a weapon attack.

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5', one target. *Hit:* 2 (1d6-1) bludgeoning damage.



Lautrec the Embraced

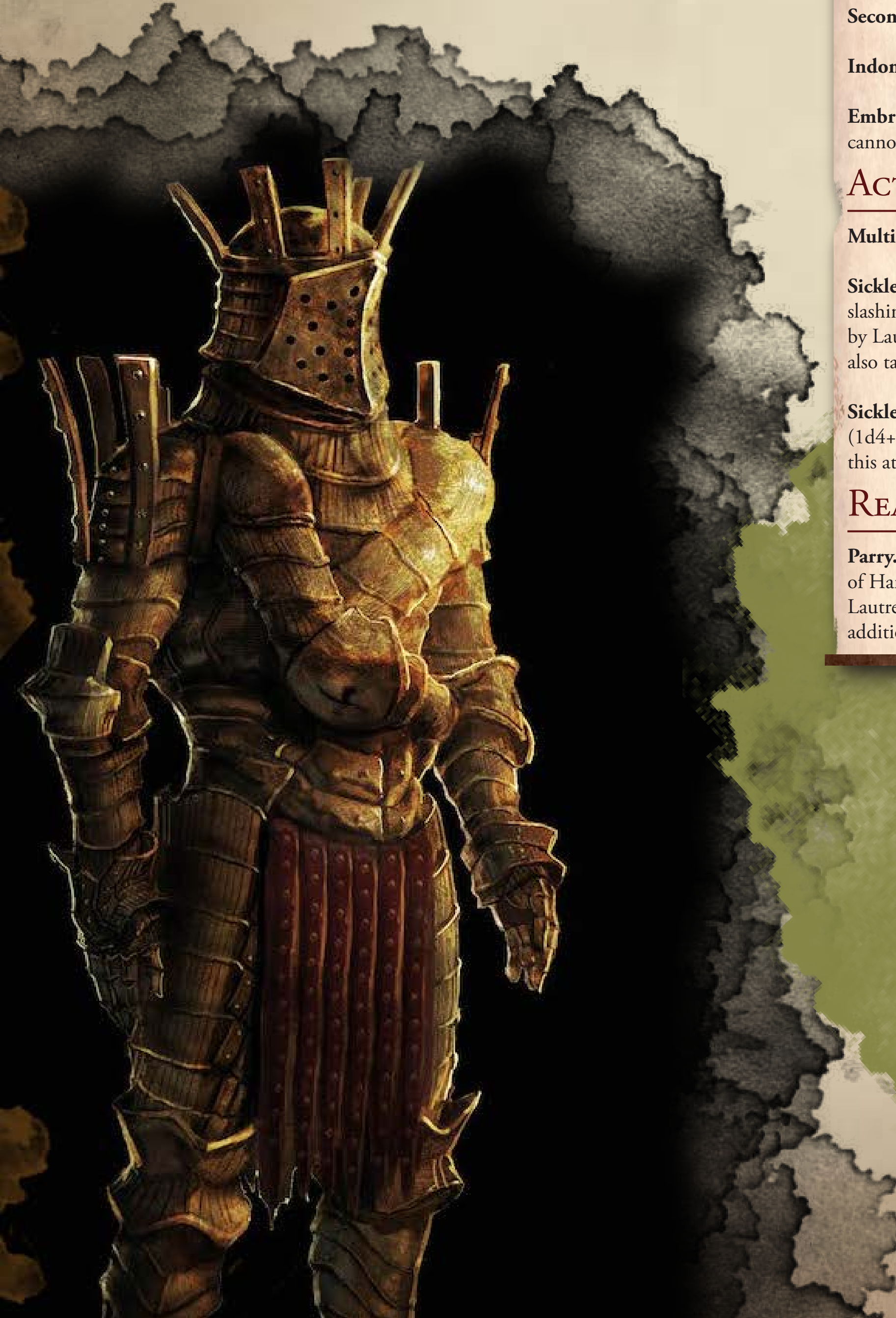
An interesting combatant in-game: parrying, shield-bypassing, but still in heavy armor. However, these things translate poorly to DnD. He is a battle-master fighter, with magical scythes granted by his goddess.

Witch Beatrice

The witch's family learned sorcery outside the school of vinheim. It would make it tempting to call them sorcerers then, but the emphasis on learning still makes Beatrice an evocation wizard.

Kirk, Knight of Thorns

The bloody knight who captures humanity on behalf of the Fair Lady is a simply fighter if you ignore his armaments. His armor of thorns damages those who come near him, and he excels at critically slicing foes.



Lautrec the Embraced

Medium humanoid (undead), neutral evil

Armor Class 19 (plate)
Hit Points 91 (14d8+28)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +5, Dex +7
Skills Athletics +5, Acrobatics +7, Insight +5, Deception +5, Perception +5
Damage Resistances necrotic
Senses darkvision 60', passive Perception 11
Languages Common, Celestial
Challenge 8 (3900 XP)

Maneuvers. Leutrec is a 13th-level battle master (save DC 15). He has 5 superiority dice, which are d10s, regained after a short or long rest. He knows the following maneuvers: *disarming strike, evasive footwork, goading strike, maneuvering attack, parry, trip attack.*

Action Surge (1/rest). Lautrec takes an additional action during his turn.

Second Wind (1/rest). As a bonus action, Lautrec regains 20 hit points.

Indomitable (2/rest). Lautrec rerolls a failed save.

Embraced Favor. Lautrec has advantage on Wisdom and Charisma saves, and cannot be magically compelled to perform duties not aligned with the Goddess Fina.

Actions

Multiattack. Lautrec makes 4 weapon attacks.

Sickle of Favor. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 6 (1d4+4) slashing damage and the target makes a DC 13 Wisdom save or becomes charmed by Lautrec until the end of his next turn. A creature hit by this attack while charmed also takes 5 (2d4) radiant damage.

Sickle of Protection. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 6 (1d4+4) slashing damage and Lautrec regains hit points equal to the damage dealt by this attack.

Reactions

Parry. In response to being hit with a melee weapon attack, Lautrec makes a Sleight of Hand check against the incoming attack roll. If he succeeds, the attack misses and Lautrec makes a weapon attack against the attacker. On a hit, the attack deals an additional 5 (2d4) damage.

PRINCE RICARD

Medium humanoid (hollow), true neutral

Armor Class 18 (plate)
Hit Points 78 (12d8+24)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	7 (-2)	15 (+2)	6 (-2)

Saving Throws Str +6, Dex +7
Skills Acrobatics +7, Arcana +1, Sleight of Hand +7
Damage Resistances poison, necrotic
Senses darkvision 60', passive Perception 12
Languages Common, Elvish
Challenge 6 (2300 XP)

Arcane Shot. When Ricard makes a longbow attack, he can add one of the following benefits:

Piercing Arrow: instead of making an attack, the arrow shoots in a 30' line, ignoring cover and obstacles. The target makes a DC 14 Dexterity save or takes 7 (2d6) magical piercing damage, half on a successful save.

Seeking Arrow: instead of making an attack, the arrow is shot upward, then it travels toward a target Ricard has seen within the last minute, following any path an arrow could fit through, ignoring cover. The target makes a DC 14 Dexterity save or takes 7 (2d6) force damage and Ricard learns its location.

Shadow Arrow: on a hit, the target takes 7 (2d6) psychic damage and makes a DC 14 Wisdom save or it cannot see beyond 5' until the start of Ricard's next turn.

Action Surge (1/rest). Lautrec takes an additional action during his turn.

Second Wind (1/rest). As a bonus action, Lautrec regains 20 hit points.

Indomitable (1/rest). Lautrec rerolls a failed save.

ACTIONS

Multiattack. Ricard makes 2 weapon attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 13 (2d8+4) magical piercing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600', one target. *Hit:* 8 (1d8+4) magical piercing damage.

BLACK IRON TARKUS

Medium humanoid (human), lawful good

Armor Class 22 (plate, greatshield)
Hit Points 68 (8d8+32)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	18 (+4)	12 (+1)	13 (+1)	9 (-1)

Saving Throws Str +8, Con +7
Skills Athletics +8, Insight +4, Investigation +4. Perception +4
Damage Resistances fire, force
Senses darkvision 60', passive Perception 12
Languages Common
Challenge 5 (1800 XP)

Guided Strike (1/rest). Tarkus gains a +10 bonus to an attack roll.

Black Iron Technique. Tarkus's training gives him numerous benefits in battle: when Tarkus hits an creature with an opportunity attack, the targets speed becomes 0 for the rest of the turn and Tarkus can make opportunity attacks against creatures that have taken the Disengage action.

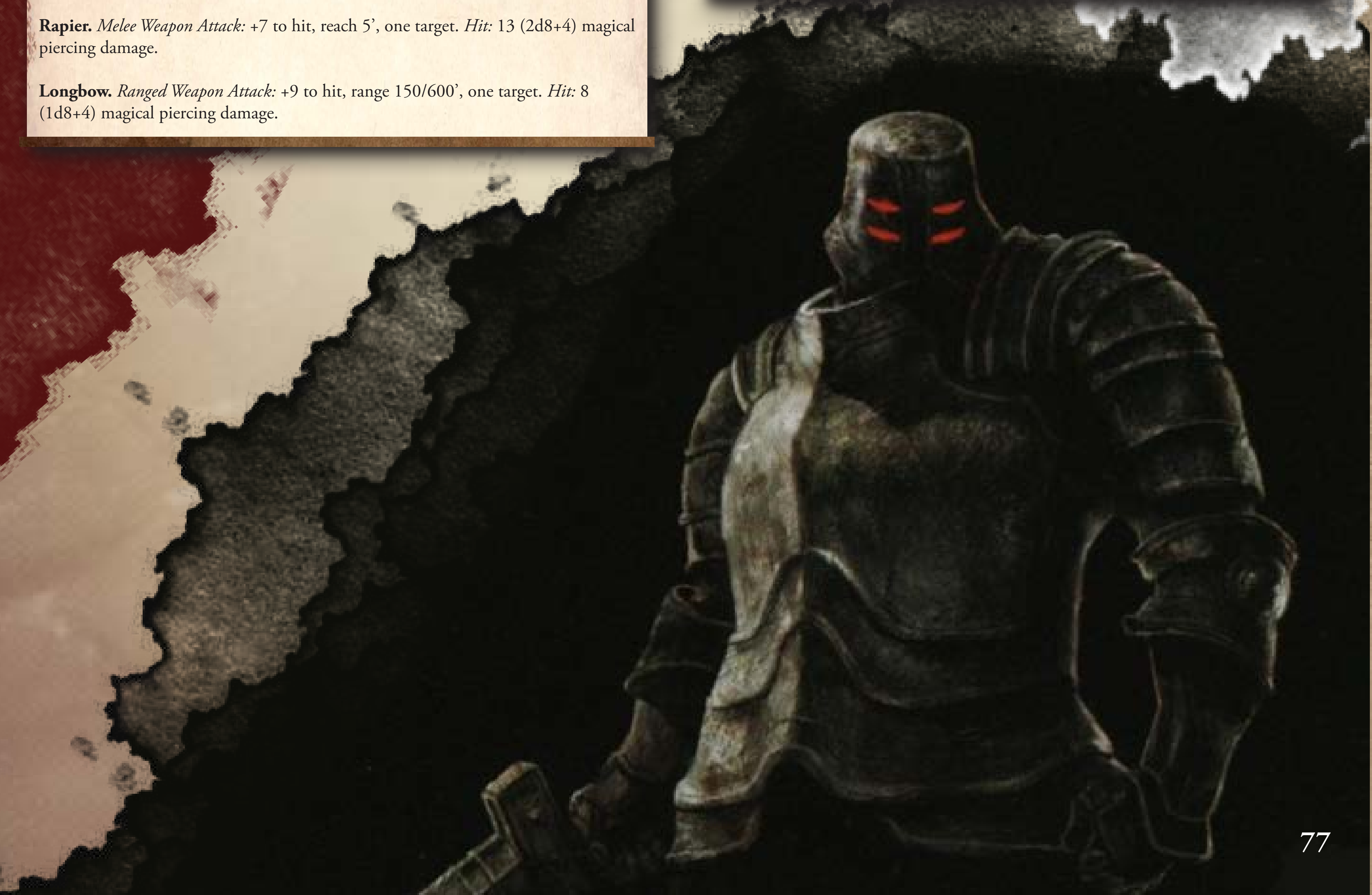
Also, Tarkus has a +3 bonus to Dexterity saves against areas of effect and if the save was to avoid damage, he takes no damage on a success and half damage on a failure, as long as he is wielding his shield.

ACTIONS

Multiattack. Tarkus makes 2 weapon attacks.

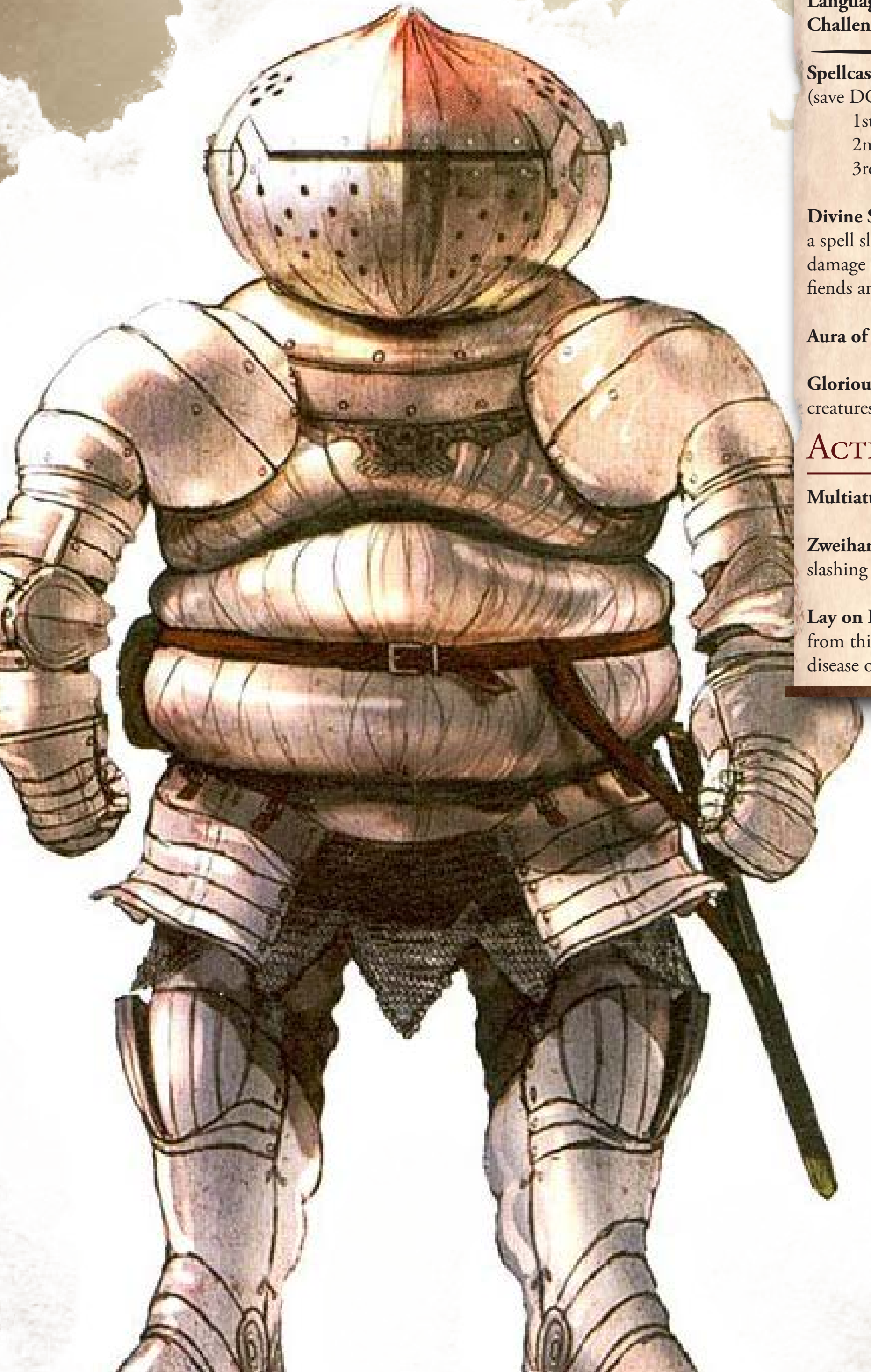
Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5', one target. *Hit:* 12 (2d6+5) magical slashing damage.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5', one Medium or smaller creature. *Hit:* 10 (2d4+5) bludgeoning damage and the target makes a DC 16 Strength save or is shoved 5' back.



Knight of Catarina

The heroic onion knight Seigmeyer and his daughter Seiglind are best represented as paladins of glory and heroism. They aren't keen on using miracles but the Emit Force miracle -- here the *projected wrath* spell -- is their specialty. The Oath of Heroism (or Glory) also plays into how he's harmed by your assistance as the Chosen Undead.



Knight of Catarina

Medium humanoid (undead), lawful good

Armor Class 21 (plate, shield)
Hit Points 68 (8d8+32)
Speed 25'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Wis +4, Cha +5
Skills Athletics +7, Investigation +3, Performance +5, Perception +4
Damage Resistances necrotic
Senses darkvision 60', passive Perception 14
Languages Common
Challenge 5 (1800 XP)

Spellcasting. The knight a 9th-level spellcaster. Its spellcasting ability is Charisma (save DC 13, +5 to spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *minor wrath, bless, cure wounds, heroism, shield of faith*
2nd level (3 slots): *inner soothing light, aid, lesser restoration, zone of truth*
3rd level (3 slots): *projected wrath, crusader's mantle*

Divine Smite. When it hits a creature with a weapon attack, the knight can expend a spell slot to deal an additional 4 (1d8) radiant damage and another 4 (1d8) radiant damage per spell slot level. This ability deals an additional 4 (1d8) radiant damage to fiends and undead.

Aura of Glory. The knight and allies within 10' gain a +2 bonus to saves.

Glorious Deed. When the knight reduces a creature to 0 hit points, up to 2 friendly creatures of its choice within 30' gain 1d6+2 temporary hit points.

Actions

Multiattack. The knight makes 2 weapon attacks.

Zweihander. *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 13 (2d8+5) slashing damage

Lay on Hands (50/long rest). The knight touches a creature and it regains hit points from this pool. Alternatively, The knight can use 5 points from this pool to cure a disease or poison.

BIG HAT LOGAN

In-game, Logan is disgraced as a legendary sorcerer. This stat block presents him as a 20th level evocation wizard, with the Spellcasting ability incorporating his Signature Spells (fireball and heavy magic arrow) and adding Intelligence to damage rolls. This block should allow for a more faithful battle against this father of soul sorcery.

BIG HAT LOGAN

Medium humanoid (human), true neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 110 (20d8+20)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	21 (+5)	11 (+0)	8 (-1)

Saving Throws Int +9, Wis +4
Skills Arcana +15, History +10, Investigation +10
Damage Resistances necrotic, radiant, damage from spells
Senses darkvision 60', passive Perception 10
Languages Common, Draconic, Deep Speech
Challenge 13 (10000 XP)

Magic Resistance. Logan has advantage on saves against spells and other magical effects.

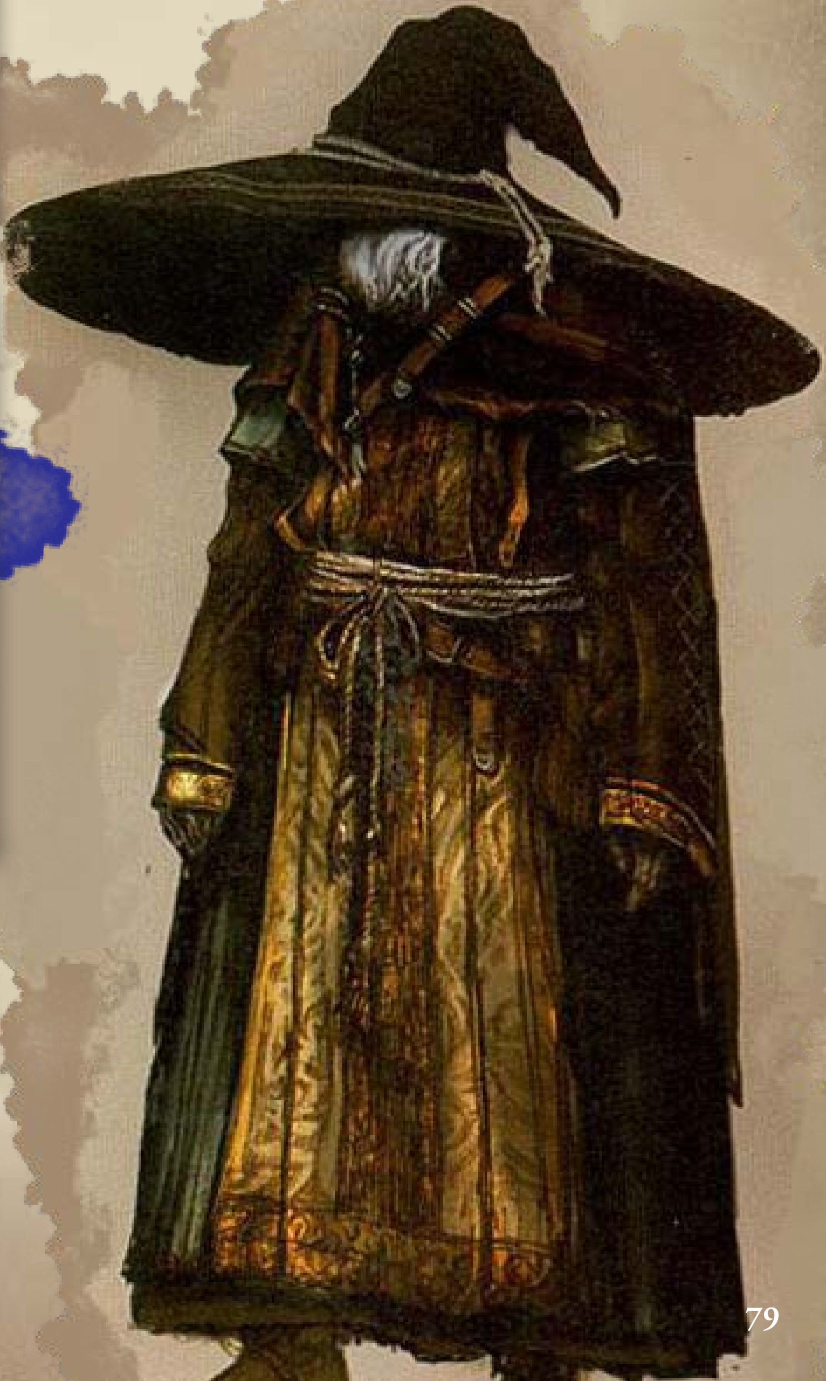
Spellcasting. Logan a 20th-level spellcaster. His spellcasting ability is Intelligence (save DC 18, +10 to spell attacks) and he has a +5 bonus to damage rolls for spells.. He has the following wizard spells prepared and the first time per rest he casts *fireball* and *heavy magic arrow* he does so without expending a spell slot:

Cantrips: *soul arrow, fire bolt, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *alarm, color spray, detect magic, mage armor, shield*
2nd level (3 slots): *heavy magic arrow, invisibility, shatter*
3rd level (3 slots): *fireball, hypnotic pattern, leomund's tiny hut*
4th level (3 slots): *homing soul masses, dimension door, stoneksin*
5th level (2 slots): *bigby's hand, cone of cold, hold monster*
6th level (2 slots): *logan's magic spear*
7th level (2 slots): *delayed blast fireball*
8th level (2 slots): *seath's pale breath*
9th level (2 slots): *weird*

ACTIONS

Staff. *Melee Weapon Attack:* +4 to hit, reach 5', one target. *Hit:* 2 (1d6-1) bludgeoning damage.

Overchannel. Logan infuses immense arcane energy as he casts a 5th or lower level spell and maximizes the damage roll. The first time he does this per long rest, he suffers no ill effect, but every other time he does this, he takes 1d12 necrotic damage for each spell level. This necrotic damage ignores resistance or immunity.



EQUIPMENT

Lordran provides a magnificent supply of equipment and magic items to fulfill an undead's quest. The *Player's Handbook* can supply most of the starting equipment and weapons for a player, but many advanced items from *Dark Souls* are featured here as magic items. Other items are also listed and specified as nonmagical when necessary. Items are listed in the order they would appear in-game.

Expanded Armor

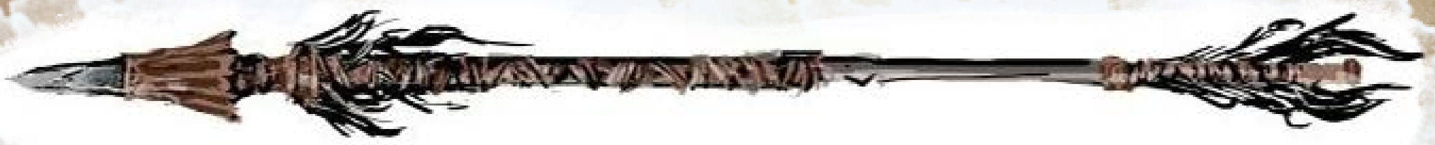
Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Thick leather	15 gp	12 + Dex modifier	-	Disadvantage	15 lb.
Medium Armor					
Taper plate	1000 gp	15 + Dex modifier (max 2)	13	-	50 lb.
Heavy Armor					
Stone armor	200 gp	17	16	Disadvantage	80 lb.
Shield					
Greatshield	40 gp	+3	18	Disadvantage	20 lb.

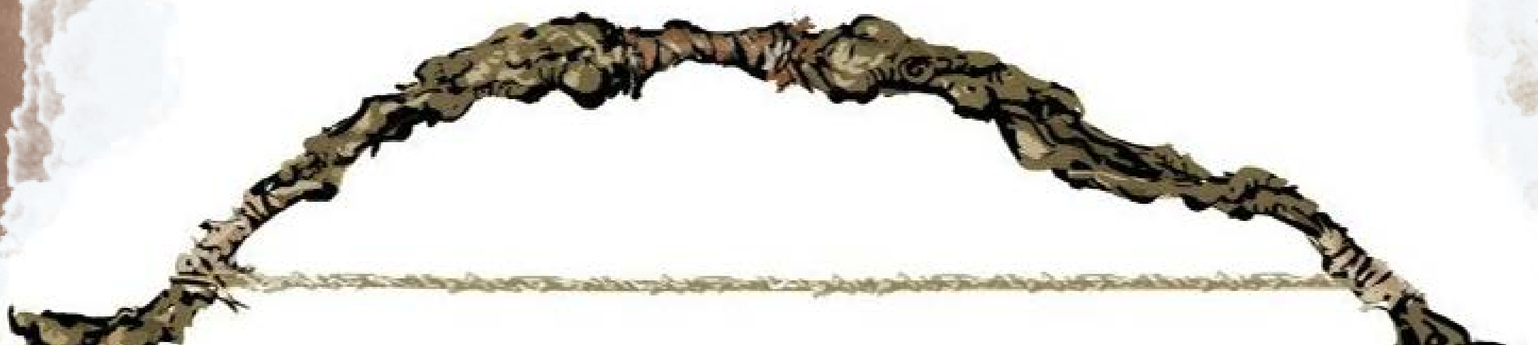
These nonmagical weapons are featured in Dark Souls, each along with an equivalent proficiency in the Player's Handbook.

Expanded Weapons

Name	Proficiency	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Caestus	clubs	1 gp	1d4 bludgeoning	1 lb.	Light
Claw	daggers	5 gp	1d4 slashing	1 lb.	Finesse, light
Simple Ranged Weapons					
-		- gp	-	-	-
Martial Melee Weapons					
Crosspear	pikes	125 gp	1d10 piercing	20 lb.	Heavy, reach, two-handed, versatile(1d12)
Scythe	halberds	50 gp	1d12 slashing	5 lb.	Finesse, light, two-handed
Straightsword	longswords	100 gp	1d8 piercing	2 lb.	Finesse, versatile(1d10)
Shotel	scimitars	35 gp	1d6 slashing	1 lb.	Finesse, light, special
Katana	longswords	100 gp	1d8 slashing	2 lb.	Finesse, versatile(1d10)
Martial Ranged Weapons					
Greatbow	longbows	300 gp	1d12 piercing	20 lb.	Ammunition(range 250/1000), heavy, loading, two-handed, special

Shotel. If you roll a 10 or higher on the d20 for an attack roll using this weapon targeting an opponent wielding a shield, you deal 1 piercing damage.
Greatbow. Your speed becomes 0 for a turn when you use this weapon, and you cannot use it if you have moved this turn.





BLACK KNIGHT SWORD

Weapon(longsword), rare (requires attunement)

These weapons were once sacred weapons of Gwyn's knights who fought a holy war against the demons of chaos. In their battles, they became scorched black, but retain their holy blessing.

When you attack a fiend with this weapon, you may add your Wisdom modifier to attack and damage rolls.

STRAIGHTSWORD OF ASTORA

Weapon(straightsword), rare (requires attunement)

This blessed straightsword deals an additional 1d6 radiant damage to undead and aberrations. Also, 3 times per day, you can use your bonus action to make a DC 20 Religion check and on a success, you cast *divine favor* on yourself, without requiring concentration.

UCHIGATANA

Weapon(katana), rare, nonmagical

This beautiful katana was forged in an Eastern land by a master smith. On a critical hit with this weapon, you slice an opponent's skin, dealing an additional 1d12 slashing damage.

WASHING POLE

Weapon(katana), very rare, nonmagical

This beautiful katana is extremely long, yet it cuts as smoothly as any other blade. It has the finesse, reach, and versatile (1d10) properties. On a critical hit with this weapon, you slice an opponent's skin, dealing an additional 1d12 slashing damage. Each time you roll a 1 or 2 on the d20 for an attack roll with this weapon, it is damaged and gains a -1 penalty to attack and damage rolls until it is repaired by a master blacksmith.

ZWEIHANDER

Weapon(greatsword), uncommon, nonmagical

You must have a Strength score of at least 19 to wield this greatsword. On a hit, this greatsword deals 2d8 slashing damage.

TITANITE CATCH POLE

Weapon(halberd), rare

This mancatcher of the prowling titanite monsters can be wielded as a magical halberd. On a hit with this halberd, you can add an amount of force damage equal to your intelligence modifier. Additionally, you can use your action to throw a dart of lightning from the pole, making a ranged spell attack against a target within 60' using your Intelligence modifier. On a hit with this spell attack, the target takes 1d8 + your Intelligence modifier lightning damage.

CHANNELER TRIDENT

Weapon(trident), rare (requires attunement)

On a hit, this magical trident deals an additional 1d8 force damage. While attuned to this trident, you can use your action to perform a war dance for the rest of your turn. Make a DC 20 Performance check, and on a success, you and up to 4 other creatures of your choice that can see you maximize damage rolls for weapon and spell attacks for the next minute.

HELLKITE LONGSWORD

Weapon(longsword), rare (requires attunement)

This longsword is cut from the tail of the Hellkite Wyvern that guarded the sunlight bridge.

While you are attuned to this longsword, when you receive fire or radiant damage, you can subtract 5 from the damage roll. Additionally, while wielding this sword with two hands, you can use your action to send a wave of force along the ground toward an enemy within 30'. If the target is touching the ground it makes a DC 12 Dexterity save or takes 2d8 bludgeoning damage.

Gaping Dragon Greataxe

Weapon(greataxe), very rare (requires attunement)

This greataxe is cut from the tail of the Gaping Dragon, a deformed descendant of the archdragons.

You must have a Strength score of at least 20 to attune to this weapon. While you are attuned to this greataxe, when you receive fire or radiant damage, you can subtract 10 from the damage roll. Additionally, while wielding this axe, you can slam it onto the ground, generating a shockwave along the ground in a 10' radius. Other creatures touching the ground in that area make a DC 14 Dexterity save or take 4d8 bludgeoning damage.

Dragonslayer Greatbow

Weapon(greatbow), rare, nonmagical

This massive greatbow is wielded by Gwyn's silver knights, and is designed to slay dragons. If you use this greatbow to attack a dragon or similarly thick-scaled creature, its AC is considered 15, unless it is already lower. On a critical hit with this weapon, the dragon's fly speed is reduced by 20 for 1d4 days.

Giant Blacksmith's Hammer

Weapon(maul), rare

This wooden hammer was used by the giant blacksmith of Anor Londo to forge lightning weapons. It can also be wielded as a maul by a humanoid.

While wielding this maul, you have advantage on Dexterity saves against areas of effect that deal lightning damage such as the *lightning bolt* spell or a blue dragon's breath.

Additionally, a magically gifted smith may use this hammer in smithy to apply lightning damage to a weapon, at the DM's discretion.

Pardoner's Rapier

Weapon(rapier), rare, nonmagical

This ornate silver rapier is often a symbolic weapon used by the pardoner's of the Goddess of Sin, Velka.

This magical rapier can be used as an arcane focus or a holy symbol for clerics and paladins aligned with Velka. Additionally, you may use your Strength, Dexterity, or Intelligence modifier for attack and damage rolls using this weapon.

Snow-Painted Dagger

Weapon(dagger), very rare (requires attunement)

This dagger is fashioned from the tail of the crossbreed Priscilla, who was banished to the cold, painted world.

This dagger excells in bleeding opponents, and if you hit a creature capable of bleeding with an attack roll of 25 or more, it begins bleeding profusely. At the start of each of its turns while it bleeds this way, it loses 2d4 hit points. At the end of its turn, it makes a DC 20 Constitution save, on a success, the bleeding finally stops.

Avelyn

Weapon(heavy crossbow), very rare, nonmagical

This intricate crossbow was crafted by the legendary weaponcrafter Eidas. Instead of normal damage for a heavy crossbow, a bolt from this crossbow deals 1d6 piercing damage, but it can be loaded with up to 3 bolts at once, firing all in succession at the same target with the same attack roll.

Crystallization Catalyst

Staff, legendary (requires attunement by a sorcerer, warlock or wizard with at least 1 6th-level spell slot)

This incredible staff was discovered by Big Hat Logan in the archives, or possibly made by him, for he lost his mind before he could tell. While you hold this staff, your spell attacks have a +3 bonus and your spell save DC is increased by 3. All spells cast using this focus become crystalline in form. This staff has up to 50 charges, regaining 3d10 each dawn.

Spell Absorption. While holding this staff, you can use your reaction when another creature casts a spell targeting only you or if you are hit with a spell attack roll to absorb its power, negating any effects of the spell or attack. If it was a spell, the staff gains charges equal to the spell's level; if it was a spell attack, the staff gains a charge for each damage die the spell attack would roll. If you take this reaction but the staff already has 50 charges, you must make a Constitution save against your spell save DC, on a failure, you are restrained and become to petrify. At the end of your next turn, you repeat the save, on a failure, you petrify until you fall under the effects of *remove curse* or *greater restoration*. On a success, you are not longer restrained and no longer petrify.

Spells. While holding this staff, you can use an action to expend charges to cast on of the following spells, using your spell save DC and spell attack modifier: *heavy magic arrow* (1 charge), *homing soul masses* (4 charges), *logan's magic spear* (6 charges), *dispel magic* (5 charges), *invisibility* (3 charges), *passwall* (7 charges), *telekinesis* (7 charges), or *plane shift* (25 charges).

Firesage's Catalyst

Staff, rare (requires attunement by a druid, sorcerer, or warlock)

This demon's wand, sized like a staff for humans, can be used as a druidic or arcane focus. It can also be wielded as a magic quarterstaff, dealing fire damage instead of bludgeoning damage on a hit.

When you roll for fire damage for a spell cast using this focus, you deal an additional 2 fire damage for every damage die rolled.

Accursed Ghost Blade

Weapon(any sword or dagger), uncommon

This accursed weapon was looted from the ghosts that inhabit flooded New Londo. It is considered magical for the purposes of resistance and immunity to nonmagical damage against undead and constructs.

Guardian Tail

Weapon(whip), rare (requires attunement)

This large scorpion tail was fashioned from the tail of the chimeric Sanctuary Guardian of Oolacile. On a hit with this whip, the target takes 2d4 slashing damage and makes a DC 15 Constitution save. On a failure, the target is poisoned for 1 minute, repeating the save at the end of each turn. While poisoned this way, the target takes 1d6 poison damage at the start of each turn.

Abyssdragon Greatsword

Weapon(greatsword), very rare (requires attunement)

This greatsword is formed from the tail of the black dragon, Kalameet. This magic greatsword has a +2 bonus to attack and damage rolls.

While attuned to this magic greatsword, you can use you action to channel Kalameet's mental will. You can use your action to pierce the sword into the earth, emitting foul red light in a 15' radius from you. Creature's in that area make a DC 15 Strength save or become telekinetically restrained, and moved 15' into the air. At the start of their turn, they take 3d6 force damage then fall, landing prone.

Soul Rings

Along with occupying an attunement slot, these rings' magic also infuses into ones hand. Only one ring listed here can be worn on a hand at once, otherwise the rings interfere and have no effect.

Chloranthy Ring

Ring, uncommon (requires attunement)

While attuned to this ring, if you take the Dash action, you can move an additional 10', and you have advantage on Constitution saves to resist exhaustion.

Havel Ring

Ring, uncommon (requires attunement)

This ring is worn by knights of Havel the Rock, who wore ostentatious stone armor. While attuned to this ring, your carry capacity is doubled.

Stoneplate Ring

Ring, rare (requires attunement)

These stone rings are a symbol of true knights, and grant resilience to damage associated with a knight's quest. The color of the stone indicates which kind of damage the ring is associated with. When you take damage of the type associated, you can roll a d8 and subtract the result from the damage taken.

Speckled Stoneplate Ring

Ring, very rare (requires attunement)

These speckled stone rings are a symbol of catarina knights, and grant resilience to multiple damage types. The three colors of the speckles indicate the damage it grants resilience to. When to take damage of a type associated, you can roll a d6 and subtract the result from the damage taken.

Stone Color	Damage Type
Light Green	acid
Dark Grey	bludgeoning
Light Blue	cold
Orange	fire
Teal	force
Yellow	lightning
Black	necrotic
Light Grey	piercing
Green	poison
Light Purple	psychic
White	radiant
Grey	slashing
Pale Yellow	thunder

Soulbite Ring

Ring, rare (requires attunement)

These infamous rings were created by Sir Astor of Carim, and grant resilience to condition associated with them, but they are a risk. When you become attuned to this ring, roll a d20, if you roll a 1, you fall under the condition associated with the ring until the dispel condition is met. Then you have a +10 bonus to saves and checks to resist the condition associated with the ring.

Ring Symbol	Condition	Dispel Condition
Blindfolded face	blinded	Finish a short rest.
Heart	charmed	Charmed by the nearest humanoid for 1 minute.
Face covering ears	deafened	Finish a short rest.
Screaming face	frightened	Frightened of the nearest humanoid for 1 minute.
Muscular hand	grappled	Grappled (Escape DC 25) by a magical vine.
Broken skull	incapacitated	Finish a short rest.
Blue, frozen skull	paralyzed	Finish a short rest.
Grey skull	petrified	Fall under the effects of *remove curse* or similar magic
Purple skull	poisoned	Finish a short rest.
Falling silhouette	prone	Succeed a DC 25 Athletics check
Shackled hand	restrained	Succeed a DC 25 Athletics check
Punched Skull	stunned	Finish a short rest.
Three Zs	unconscious	Finish a short rest.

Blue Tearstone Ring

Ring, rare (requires attunement)

This ring with a round gemstone glows brightly when its wearer has less than one quarter of their maximum hit points. While this ring is glowing, you roll an additional damage die when rolling for damage.

Red Tearstone Ring

Ring, rare (requires attunement)

This ring with a round gemstone glows brightly when its wearer has less than one quarter of their maximum hit points. While this ring is glowing, each time you take damage, you can roll a d6 and subtract the result from incoming damage.

Bellowing Dragon Ring

Ring, very rare (requires attunement)

Granted to exemplary spellcasters of Vinheim, this ring increases the damage of spells. When rolling for damage for a spell, you can reroll any result of 1, 2, or 3, but you must use the new rolls. This effect is used before other effects to reroll damage dice such as a sorcerer's metamagic.

Lingering Dragon Ring

Ring, very rare (requires attunement)

Granted to exemplary spellcasters of Vinheim, this ring lengthens spell effects. This ring has 5 charges, regaining 1d4 each dawn. When you cast a spell, you can expend a charge to double the duration of the spell.

Dusk Crown Ring

Ring, very rare (requires attunement)

Princess Dusk of Oolacile was given this ring on her birth, indicating an intent to teach wizardry to the young princess. While attuned to this ring, you can use your action to expend hit dice to regain a spell slot. You can choose to expend a number of hit dice up to your spellcasting ability modifier and regain a single spell slot of a level equal to the hit dice expended.

Leo Ring

Ring, rare (requires attunement)

Dragonslayer Ornstein wore this steel ring depicting a lion. While attuned to this ring, piercing damage rolls for opporunity attacks and parrying attacks (such as a battlemaster's Parry maneuver, attacks for the Parryer feat, or the Parry Master Rogue's parry attacks.) are maximized.

Wolf Ring

Ring, rare (requires attunement)

Artorias the Abysswalker wore this steel ring depicting a wolf. While attuned to this ring, when you make a check or save to resist being knocked prone or stunned, you can roll a d20 and add the result to the roll.

Hawk Ring

Ring, rare (requires attunement)

Hawkeye Gough wore this steel ring depicting a hawk. While attuned to this ring, you increase the normal and long range of shortbows, longbows, and greatbows by 100'.

Hornet Ring

Ring, rare (requires attunement)

Lord's Blade Ciaran wore this steel ring depicting a hornet. While attuned to this ring, if you score a critical hit against a humanoid or humanoid-shaped target, you can add additional damage equal to your character level.

Rusted Iron Ring

Ring, uncommon (requires attunement)

This rusted ring was initially used to shackle the guilty in dank dungeons and horrid swamps. However, those who later discover the ring and attune to it can increase their walking speed by 25' when walking in difficult terrain.

Gold Covetous Serpent Ring

Ring, uncommon (requires attunement)

Symbols of greed, this golden serpent ring gives its wearer advantage on Investigation checks to search for items on creatures or in objects.

Silver Covetous Serpent Ring

Ring, rare (requires attunement)

Symbols of greed, this silver serpent ring gives its wearer double experience points for slaying creatures.

Orange Charred Ring

Ring, uncommon (requires attunement)

A gift for the Ceaseless Discharge before his demonic form, this blacksteel ring was intended to ease the pain of his discharge, but he dropped it, falling into the lava below and spawning a centipede demon. While attuned to this ring, when you take fire damage from lava from spell effects or the environment, you can subtract 20 from the damage roll.

Fogged Ring

Ring, rare (requires attunement)

Alvina of the Darkroot wood is fond of granting this ring to protectors of the forest. While attuned to this ring, you become invisible to creatures further than 120' away.

Fina's Ring

Ring, legendary (requires attunement)

This golden ring is a symbol of love and favor from the Goddess Fina. While attuned to this ring, your Strength and Constitution scores increase by 2, to a maximum of 25.

Curse. When you attune to this ring, you make a DC 25 Wisdom save or become enamored with the goddess Fina and her Fateful Beauty. When she issues commands to you, often in very subtle ways, you fall under the effects of *suggestion*. After you complete each task, you can repeat the Wisdom save, ending the curse on a success.

Evil Eye's Ring

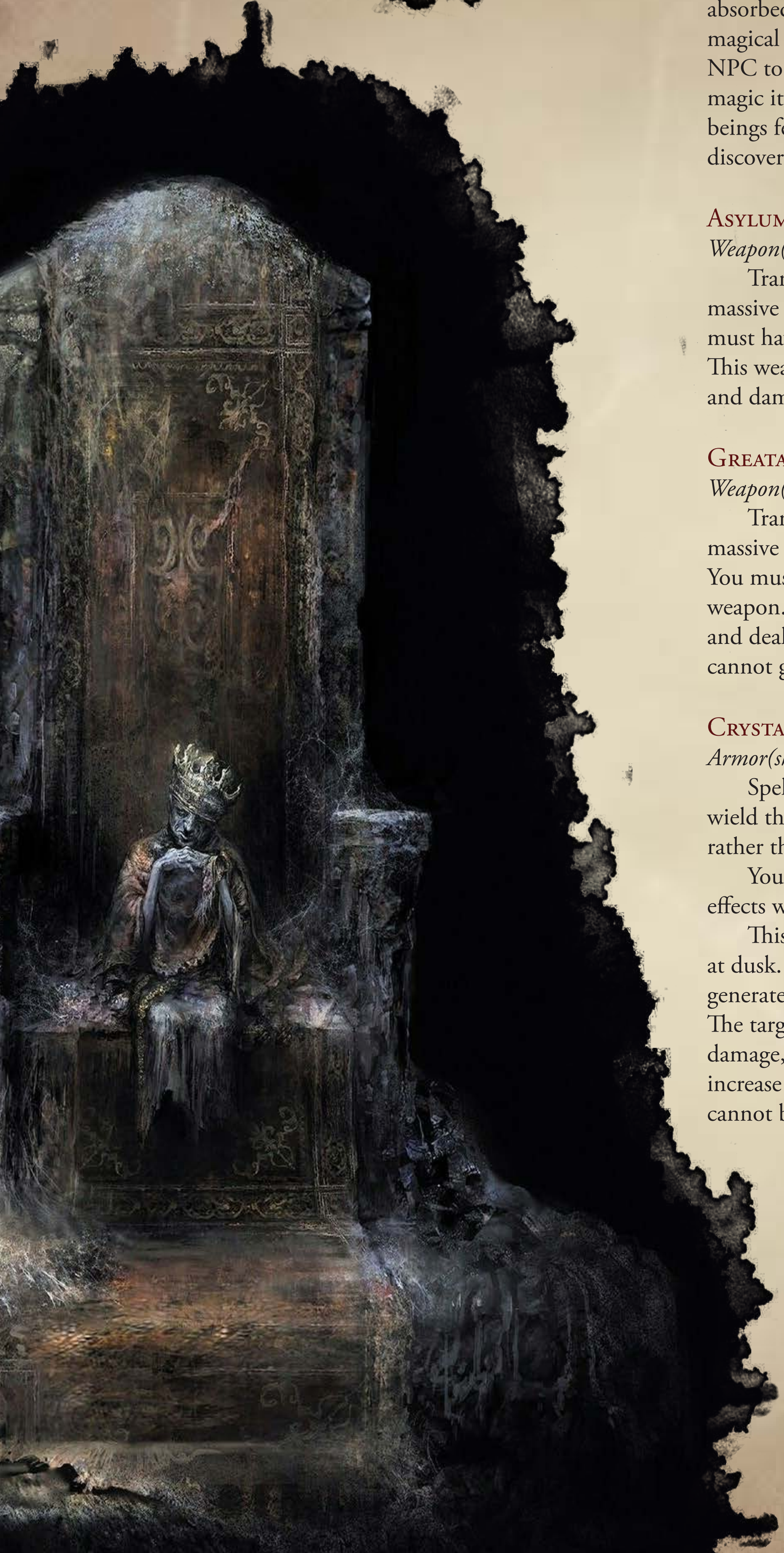
Ring, rare (requires attunement)

According to legend, this ring was used to imprison the Evil Eye, a monster wrecking havoc on Astora. While attuned to this ring, you gain 1 hit point each time you kill a creature, even if you are already at your maximum hit points.

Calamity Ring

Ring, uncommon (requires attunement)

This ring found within the Abyssdragon Kalameet must have been worn by a great fool. While attuned to this ring, you have vulnerability to all damage. If you have resistance to a damage type, you instead lose that resistance. If you have immunity damage under some circumstance, you instead become resistant.



Soul Transposition

In *Dark Souls*, each being has a tangible soul that can be absorbed or coalesced on its death. These souls can be treated as magical trinkets players may carry until they meet an appropriate NPC to transpose it into a weapon or spell. These are some magic items that could be produced from souls coalesced from beings featured in Dark Souls. These could also be magical items discovered or crafted elsewise.

Asylum Greathammer

Weapon(maul), very rare (requires attunement)

Transposed from the soul of a stray asylum demon, this massive maul must be wielded by a supremely strong being. You must have a Strength score of at least 19 to attune to this weapon. This weapon has the reach property and has a +2 bonus to attack and damage rolls.

Greataxe of Chaos

Weapon(greataxe), very rare (requires attunement)

Transposed from the soul of a great Taurus Demon, this massive greataxe must be wielded by a supremely strong being. You must have a Strength score of at least 19 to attune to this weapon. This weapon has a +1 bonus to attack and damage rolls and deals an additional 1d12 fire damage on a hit. Celestials cannot gain resistance or immunity to this fire damage.

Crystal Ring Shield

Armor(shield), very rare (requires attunement)

Spellcasters not proficient with shields can still attune to and wield this magical shield, but they only gain a +1 bonus to AC, rather than +2.

You are resistant to damage from spells and other magical effects while using this magical shield.

This magical shield has 10 charges, regaining 1d6 charges at dusk. While wielding this shield, you can expend a charge to generate a ring of moonlight then sling it at a target within 60'. The target makes a DC 14 Dexterity save or takes 3d8 force damage, half on a successful save. You can expend a spell slot to increase this damage by 1d8 for each spell slot level. This shield cannot be wielded while it has 0 charges.

MOONLIGHT BUTTERFLY HORN

Weapon(spear), rare (requires attunement by a sorcerer, warlock, or wizard)

This crystalline horn taken from one of Seath's Moonlight Butterflies is still imbued with their magic, which can be harnessed by arcane spellcasters.

This magical spear has the reach property and deals force damage instead of piercing. While attuned with this magical spear, you can use your spellcasting ability modifier for attack and damage rolls instead of Strength.

QUELAAG FURYSWORD

Weapon(scimitar), rare (requires attunement)

This chitinous, long scimitar was wielded by Chaos Witch Quelaag. The blade had slain countless undead on their way to the Bell of Awakening. Their souls were then given to Quelaag's sister, in the hopes of sustaining the next generation of demon kind.

This magical scimitar deals an additional 2d6 fire damage. You can use your action to forgo this additional damage until the end of your next turn and thrust the sword into the ground, expelling lava in a 5' radius circle centered on yourself. Creatures entering or starting their turn in this lava take 2d6 fire damage and have their speed halved. You are immune to fire damage from this lava.

CHAOS BLADE

Weapon(katana), rare

This katana is transposed of the soul of Quelaag, who stole humanity from undead. On a successful it, it deals an additional 1d8 + your Wisdom modifier slashing damage. On a critical hit with this weapon, you slice an opponent's skin, dealing an additional 1d10 + your Wisdom Modifier slashing damage. However, each time you successfully deal damage with this katana, you take 2 fire damage. This fire damage cannot be reduced in any way, but it does not force Constitution saves to maintain concentration on a spell or similar effect.

IRON GOLEM GREATAXE

Weapon(greataxe), very rare

This magical greataxe has a +2 bonus to attack and damage rolls. It also has 8 charges, regaining 1d4 each dawn. You can use your action to expend a charge and release a shockwave from the axe at a target within 60', making a ranged spell attack using your Dexterity modifier. On a hit, the shockwave deals 3d10 force damage, and a Large or smaller target is knocked prone.

DRAGON BONE FIST

Weapon(caestus), rare

This gauntlet is made from the bone of an archdragon, used as the core of the golem of Sen's Fortress.

This caestus deals 2d6 bludgeoning damage on a hit, instead of 1d4. You can also use your action to strike deftly against a target in heavy armor or wielding a shield. You can use your action to make an weapon attack with disadvantage, and if you hit, the target's AC is decreased by 1. You can decrease an enemy's AC by up to 2 if it is wielding heavy armor and up to 4 if it is wearing heavy armor and a shield.

DRAGONSLAYER CROSSPEAR

Weapon(crosspear), legendary (requires attunement)

This legendary crosspear wielded by Ornstein is imbued with the lightning of the gods, and excells at slaying dragons. This magical crosspear has a +3 bonus to attack and damage rolls.

This spear has 25 charges, regaining 2d10 each dawn.

Lightning Dart. While wielding this spear, you can use your action to charge it with lightning and emit a dart of lightning at a target within 120'. You make a ranged spell attack against the target using either your Dexterity or Wisdom modifier, and on a hit, the target takes 3d8 + your Dexterity or Wisdom modifier in lightning damage. It then makes a DC 15 Constitution save or has its speed reduced to 0 and cannot use reactions until the end of its next turn.

Spells. While wielding this spear, you can use an action to expend charges from this spear to cast spells. The spell save DC for such spells is 8 + your proficiency bonus + your Wisdom modifier: *lightning spear* (3rd-level, 5 charges; 5th-level, 7 charges), *lightning blade* (5 charges), *thunderwave* (1 charge), *lightning bolt* (6th-level, 10 charges), *hold monster* (10 charges), *chain lightning* (15 charges).

Slay Dragon. You can use your action to hold this spear with two hands and plunge it into a dragon's flesh. The dragon makes a DC 30 Constitution save or takes 10d20 + 100 lightning damage, half on a successful save. The dragon cannot benefit from resistance or immunity to this damage. A dragon failing this save also cannot use its frightful presence ability and must roll a 6 on the d6 to recharge its breath weapon.

SMOUGH'S DEVOURING HAMMER

Weapon(maul), very rare (requires attunement)

This massive hammer wielded by Smough, the royal executioner. He yearned to become a knight of Gwyn, but his cannibalistic habits prevented any promotion. This hammer in imbued with his devouring tendencies, but it requires at least 21 Strength to wield.

When you hit a creature other than a construct or undead with this magic maul, its hit point maximum is reduced by your Strength modifier, and you regain the same amount of hit points.

LIFEHUNT SCYTHE

Weapon(scythe), very rare (requires attunement)

This scythe wielded by the crossbreed of the painted world is imbued with a fragment of her Lifehunt ability, which the gods feared so. This magic scythe has a +1 bonus to attack and damage rolls.

When you hit with this magic scythe, you take 1 slashing damage, but the target takes an additional 1d12 necrotic damage and has their hit points reduced by the same amount. If you score a critical hit with this weapon, you also deal an additional 2d12 slashing damage, and regain hit points equal to the necrotic damage dealt.

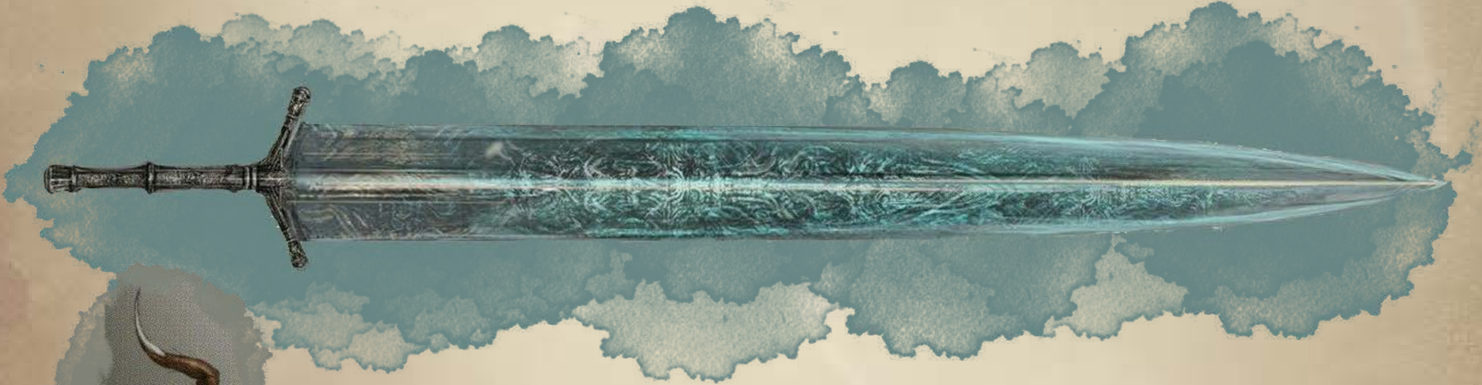
MOONLIGHT GREATSWORD

Weapon(greatsword), legendary (requires attunement by a sorcerer, warlock, or wizard)

This legendary crystalline greatsword is born of Seath the Scaleless and is ideal for martial spellcasters. You are proficient with this magic greatsword while attuned to it, and you can use your Strength modifier or your spellcasting ability modifier for attack rolls. On a hit this greatsword deals 1d6 + your Strength modifier slashing damage and 2d6 + your spellcasting modifier radiant damage.

Moonlight Wave. You can use your action to imbue this blade with arcane energy, then unleash it as a ranged spell attack at a target within 30'. On a hit, the target takes 4d8 radiant damage, and cannot benefit from resistance to nonmagical weapons for 1 minute.

Moonlight Vortex. You can use your action to perform a special melee attack with this greatsword. On a hit, the target takes 4d6 + your spellcasting ability modifier force damage and must make a Strength save against your spell save DC or become stunned until the start of its next turn.



STAFF OF CHAOS-SEALING

Staff, rare (requires attunement)

This staff of twisted, chaotic wood is made from the seals upon the Bed of Chaos. It can be wielded as a druidic or arcane focus, and when you do so, you gain a +2 bonus to spell attack rolls. Additionally, you can use your action to plant the staff into the ground and cast *magic circle*, targeting a fiend within 120', trapping it within the circle.

Mask of the Father

Wonderous item, rare (requires attunement)

This mask of the necromancer Pinwheel depicts a father, possibly pinwheel himself. While you wear this mask, your Strength score becomes 21.

Mask of the Mother

Wonderous item, rare (requires attunement)

This mask of the necromancer Pinwheel depicts a mother, possibly Pinwheel's partner. While you wear this mask, your maximum hit points increase by 10.

Mask of the Child

Wonderous item, rare (requires attunement)

This mask of the necromancer Pinwheel depicts a child, possibly Pinwheel's child. While you wear this mask and are exhausted, the level of exhaustion is halved (round down), however you continue to gain levels of exhaustion. If you take this mask off while you have more than 6 levels of exhaustion, you are killed.

Hammer of Vamos

Weapon(warhammer), rare

This magic hammer was used by the skeleton blacksmith, Vamos to fore fire weapons. It can also be wielded as a warhammer by a humanoid.

On a hit with this magic warhammer, the target also takes fire damage equal to your Wisdom modifier. If you reduce an undead to 0 hit points with this weapon, it explodes in fire, unable to regenerate.

Additionally, a magically gifted smith may use this hammer in smithy to apply fire damage to a weapon, at the DM's discretion.

Grant

Weapon(maul), rare (requires attunement by a cleric or paladin)

This magic maul was wielded by the first cleric of the Catacombs, Paladin Leeroy. It has a +1 bonus to attack and damage rolls and has the reach property.

You can use your bonus action to make a DC 15 Religion check, on a success, you regain 1 hit point. You can regain a maximum of 30 hit points this way per dawn.

Gravelord Sword

Weapon(greatsword), very rare (requires attunement)

This curved greatsword was wielded by the First of the Dead, embedded in his arm.

This magic greatsword deals 2d8 slashing damage on a hit and a creature other than an undead or construct must make a DC 20 Constitution save or take 1d8 necrotic damage and become poisoned for 1 minute. You can also use your action to slam the sword into the ground and summon a ethereal sword under a target within 30', making an melee attack roll with the weapon. On a hit, the target takes 1d10 piercing damage and 1d10 necrotic damage.

Londo King Greatsword

Weapon(greatsword), very rare (requires attunement)

This wicked curved greatsword was wielded by the kings of New Londo. In their hands the blades absorbed their dark essence, with others the blade are still excellent catalysts for arcane and occult energies.

This magical greatsword has a +2 bonus to attack and damage rolls. Also, you can use your bonus action to cast a spell requiring a damage roll into the greatsword (ignore the spells casting time). Instead of the normal effects of the spell, the sword deals additional damage depending on the spells level and damage type for 1 minute. A 1st or 2nd-level spell adds 1d6 damage, a 3rd or 4th-level spell adds 2d6 damage, and a 5th or more level spell adds 3d6 damage. The damage type is the same damage dealt by the spell cast, for example, casting *burning hands* into the greatsword adds 1d6 fire damage, and casting *lightning bolt* adds 2d6 lightning damage. If the spell does multiple damage types, you can choose which each time you hit with this greatsword; if you choose the type of damage the spell deals (for example, *chromatic orb*), you choose the type when you cast the spell.

Greatsword of Artorias

Weapon(greatsword), legendary (requires attunement)

This holy greatsword was wielded by Artorias the Abysswalker. Before it was corrupted by the monsters he fought, this sword was blessed with the ability to slay beasts of the abyss.

This magic greatsword has a +3 bonus to attack and damage rolls. On a hit with this magic greatsword, you also deal 1d6 radiant damage. While you are attuned to this weapon, you have advantage on Acrobatics checks, and you can use your action to make a special weapon attack. You can leap 15' toward a target, jumping in the air and spinning with your sword, on a hit with this special attack, the target takes 4d6 slashing damage and 2d6 radiant damage and must make a DC 15 Strength save or be knocked prone.

On a hit with this greatsword against an undead, abberration, or other creature cursed by the abyss, the greatsword deals additional radiant damage equal to your character level.

Gold Tracer

Weapon(shortsword), very rare

This magic shortsword glitters streaks of gold as it's swung, mesmerizing opponents. This shortsword has a +2 bonus to attack and damage rolls. When attacking with this weapon, before rolling for the attack, you can force the target to make a DC 15 Wisdom save, on a failure, the attack against it has advantage. A creature benefitting from blindsight or similar enhanced senses automatically makes the save. On a hit, this shortsword deals 2d4 piercing damage.

Dark Silver Tracer

Weapon(shortsword), very rare (requires attunement)

This magic dagger, wielded by Lord's Blade Ciaran is imbued with a horrific toxin, and it's spined design is perfect to inject the toxin into the Lord's enemies.

This magic shortsword has a +2 bonus to attack and damage rolls. On a hit, the opponent must make a DC 15 Constitution save or become poisoned for 1 minute. A creature poisoned this way takes 2d6 poison damage at the start of each of its turns, but at the end of each of their turns, they repeat the Constitution save, ending the effect on a success.

Gough's Greatbow

Weapon(greatbow), very rare

This incredible greatbow was used by Hawkeye Gough, a rare giant knight. His was far too large for any humanoid to wield, but his soul can be transposed to create a more managable greatbow. Nevertheless, this bow requires a Strength score of at least 18 to wield.

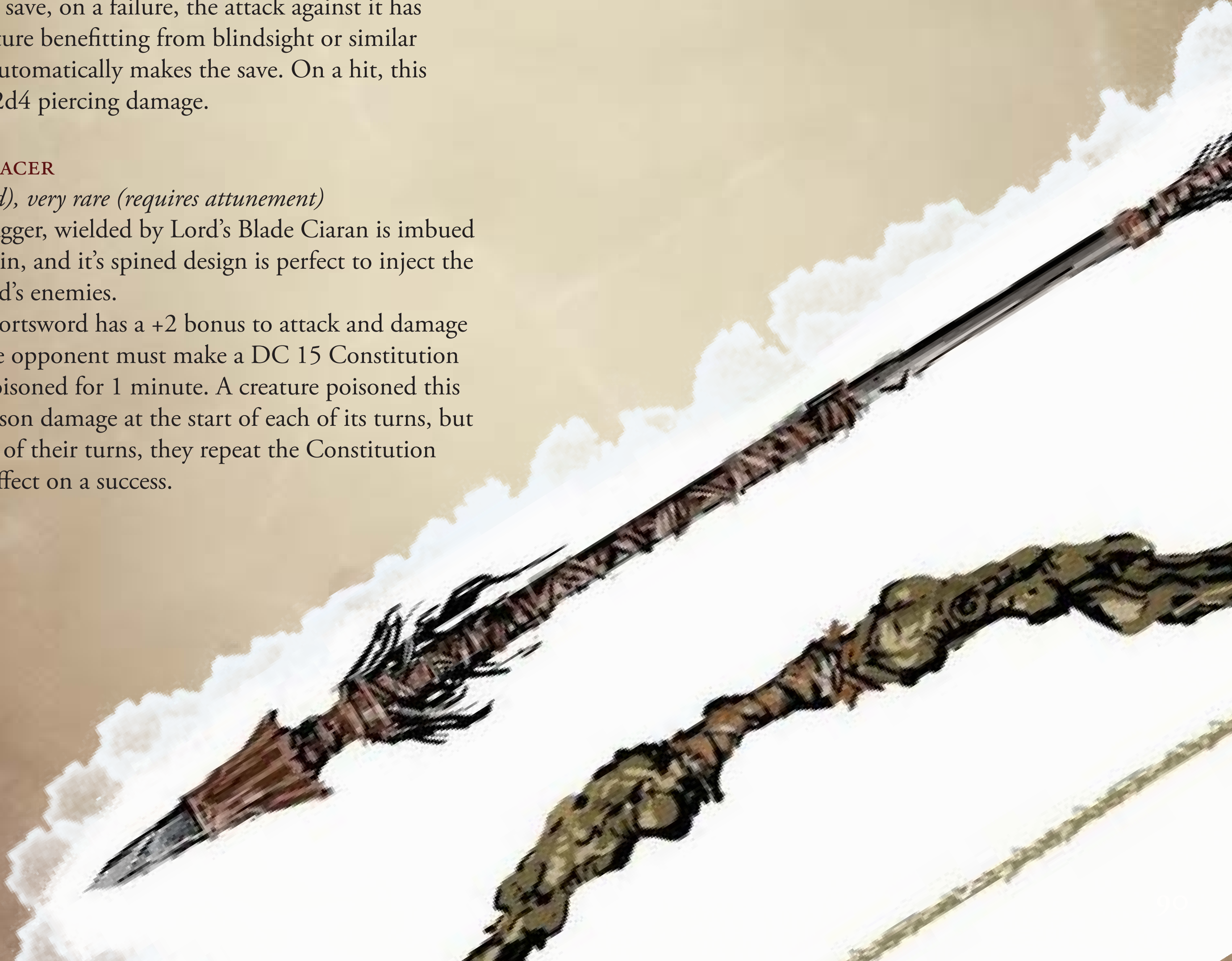
This greatbow has a range of 1000/4000, and on a hit against a flying target, the target must make a DC 30 Strength save or it immediately falls if it ends its turn flying for the next 24 hours.

Staff of Wild Humanity

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

This crackled wood arcane staff was wielded by the Father of the Abyss as a greatclub. This magic staff can be wielded as a greatclub with a +3 bonus to attack and damage rolls. On a hit, it deals 2d6 bludgeoning damage.

When you cast a 5th or lower level spell with this staff, you can expend 2 of the same level spell slots at the same time to cast the spell twice instead of once, using the same material components for both casts. Additionally, and damage roll for necrotic damage from a spell cast with this staff is maximized.



ACT II: DARK SOULS II

Drangleic, a fallen and betrayed kingdom. This Act covers content from *Dark Souls* II, taking you from the strange Things Betwixt through the Throne of Want, and to the King's Crown and the treatment of hollowing.

-- COMING SOON --

ACT III: DARK SOULS III

Lothric, a kingdom obsessed with the Linking of the Fire has been betrayed by its prince, suffering the undead curse. This act covers content from *Dark Souls* III, the final installment in the Dark Souls Series, taking you from the Cemetery of Ash all the way to the Ringed City and the end of the world.

-- COMING SOON --

Part 2

DEMON'S SOULS